JULY 1992 No. 125
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The BEST Spectrum Magazine

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SU SINCLAIR USER



GRELL & FELLA
Original Magic Garden Antics?
THE DEFINITIVE REVIEW

If your Tape has Escaped Ask your Newsagent for it!

ON GUARD - IT'S BONANZA BROS
The Tin Can Kings of Crime
FULL REVIEW

INDIANA JONES
Whips up a Storm!
FATE OF ATLANTIS - THE REAL REVIEW
Plus CAPTAIN DYNAMO, The latest DIZZY experience and much much more!!

GREAT 8 Best Cover Game ever? LONE WOLF

PLUS More fully playable Games, Music Demos, Utilities, Pokemania & Tips Amazing

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Screen shots from Coin-Op version.



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Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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contents







THE GREAT EIGHT 4

LAST MONTH'S PASSWORD: MARINE

What a cracker! The Great 8 kicks off this month with the best ever prize game **LONE WOLF**. A beat 'em up adventure that recieved an SU Gold and was on SU's July cover last year. It's a must! Also on the Great 8: **Magnetic Moon Part 3**, the final part. See if you can free the space ship! The third great **Music Demo**, two great utilities, **Font Creater**, which allows you to design your own typeface and **FUSS-LOAD**, a multiface customiser to make your life that little bit easier. There's also another action packed fully playable game **Terminate** and of course, the prince of poke programs **POKEMANIA** and the tycoon of tape tips **TIPS AMAZING**. Load it, play it, use it.

HACKING SQUAD 14

Hannah Smith works her magic once more with the world's best Spectrum Hints, Tips, Pokes, Solutions and Maps. There are solutions for **Murray Mouse Supercop**, **Biff** and **Kwik Snax**. Maps and Tips for **Hydrofool** and a feast of POKEs including **Rainbow Islands** (also tipped), **Potsworth**, **Titanic Blinky** and **Snare**. Turn to page 14 onwards and prepare to complete those games.

NEXT MONTH COMPO 50

Win a sackload of Dizzy paraphernalia! All you have to do is tell us what the eggy fellow is saying on the SU Next month page picture.

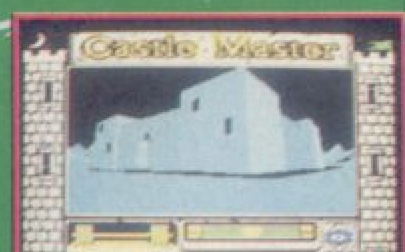




COIN OPS 38

A coin ops special this month on one of the most violent but graphically and playably excellent coin-ops of the decade, **TOTAL CARNAGE**. Plus more.

REGULARS



EDITOR: Alan 'Excellent!' Dykes DESIGN: Yvette 'Babe!' Nichols. SU CREW: Garth 'Bogus!' Sumpter, Steve 'Party On!' Keen, Ed 'Head' Laurence, Pete 'Source of all knowledge' Gerrard, Graham 'Hate Mail' Mason, Phillip 'Missing in action' Fisch, Jason 'Good game' Baptiste, AD MANAGER: Tina 'Foxy lady' Zanelli; PRODUCTION: Matthew 'Yin - Yang' Walker: Mr. MARKETING: Mark '?' Swallow: MARKETING PERSONS: Sarah 'Hello dearie' Ewing, Sarah 'TNT' Hilliard: PUBLISHER: Mike 'Malibu' Frey, MANAGING DIRECTOR: Terry 'The professionals' Pratt. 071 - 972 6700 (Hello, is there anyone out there?), FAX 071 - 490 1095 (Information at the end of your eyelids): SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Colour by those wonderful Colourtech people. Printed by Kingfisher, Typeset by Altyp inc.

THE GREAT

The SU Great 8 is here again with one of the best ever cover giveaways and Prize Game. This month's Prize Game, Lone Wolf recieved an SU Gold just over a year ago and it's still a very playable and exciting title. The action simply never seems to end as you battle it out against the demons of the dark realms. The password, although still cryptic is certainly more obvious than last month's. So come on, get your brains in gear! The third part of Magnetic Moon is featured along with another scrolling shoot 'em up, Terminate. Tips Amazing, Pokemania and the SU Music Demo are of course all there too, while on the utilities front we've got a font designer and a Multiface customiser...

Truly amazing.



SU MEGA PRIZE GAME!!!

Lone Wolf



THE MIRROR OF DEATH

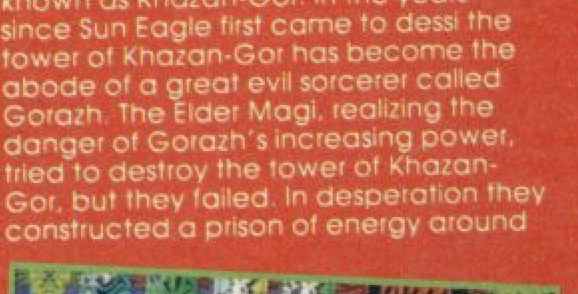
Load In 48K Mode

In this game you play the warrior Lone Wolf, last of the Kai Masters of Sommerlund, and the sole survivor of a massacre that destroyed your kinsmen during the bitter war against your ancient enemies - the Darklords of Helgedad.

Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by magicians of Dessi, he completed a perilous quest to find seven crystals of divine power, known as the Lorestones of Nyxator. On discovering them he unlocked the wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and experiences in a great tome entitled The Book of the Magnakai. You have discovered this lost Kai treasure and have given solemn pledge to restore the Kai to their former glory, thereby, ensuring the security of your land in the ages to come.

However, your diligent study of this ancient book has enabled you to master only four of the eight Magnakai disciplines. To fulfill your pledge you must complete the quest first undertaken by Sun Eagle over one thousand years ago, and rediscover the Lorestones of Nyxator. By doing so, you too will acquire the power and wisdom of the Magnakai!

You learn that one of the seven Lorestones can be found in Dessi, hidden high in a forbidding tower stronghold known as Khazan-Gor. In the years since Sun Eagle first came to dessi the tower of Khazan-Gor has become the abode of a great evil sorcerer called Gorazh. The Elder Magi, realizing the danger of Gorazh's increasing power, tried to destroy the tower of Khazan-Gor, but they failed. In desperation they constructed a prison of energy around



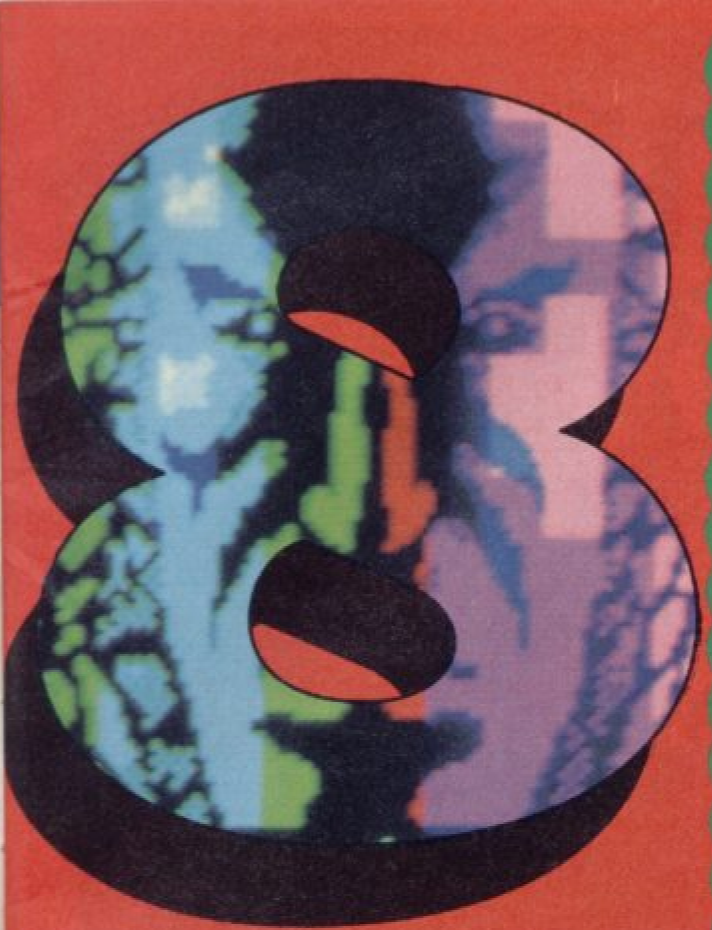
the tower to prevent Gorazh from ever escaping.

Although Gorazh was trapped, he swore an oath of vengeance on the Elder Magi of Dessi. If HE could not escape from Khazan-Gor then he would ensure that knowone who entered would ever escape alive! the Lorestones would remain with him in his granite tomb for all eternity, thereby preventing the Order of the Kai from ever being restored, and in consequence, sealing the fate of both Sommerlund and Dessi who would be sure to fall to the mighty armies of the Darklords of Helgedad.

Gorazh devoted the remainder of his years constructing traps and sorcerous devices to protect the Lorestone. The most fearsome and powerful of these was known as Dhazag-Oud, which means 'The Mirror of Death'. Over the centuries many brave warriors and courageous magicians have sought to recover the Lorestone, but none have ever returned. Those who had the sense to turn back at the last minute tell chilling tales about the mirror, of how it reflects a powerful magical entity, a being of pure evil that takes on the appearance of its opponent.

When you, Lone Wolf, resolve to enter Khazan-Gor to retrieve the Lorestone the Elder Magi rejoice, for if you were to succeed it would dispel the evil power of Gorazh's spirit which has haunted the tower ever since his death.

Grim news from the west prompts the Elder Magi to arrange for your immediate passage to the tower of Khazan-Gor. As a final gift they bestow on you words of power to use against the mirror. 'Take these words, Lone Wolf', says Rimoah, speaker for the high Council of the Elder Magi. 'They will not destroy the demon within Dhazag-Oud, but



THIS MONTH'S CRYPTIC PASSWORD CLUE IS: GO CLIMBING WITH JACK, AND 'THE' IN GERMAN.

If you simply can't figure out the password then try phoning our Prize Game Hotline on the following number.

CONTROLS

Control Lone Wolf using a joystick, or the equivalent keys:

S	(Up)	B	(Left)	
X	(Down)	N	(Right)	SPACE (Fire)

Press P to pause the game, or Q to quit. On Spectrum use M to toggle between monochrome and colour displays if required. When you are in combat, hold down the fire button and move the joystick to use the special attack moves. These are:

Back/Down (Defend Legs)
Back/Centre (Defend Middle)
Back/Up (Defend Top)
UP (Punch)
Down (Kick)
Forward/Up (Attack Top)
Forward/Centre (Attack Middle)
Forward/Down (Attack Bottom).

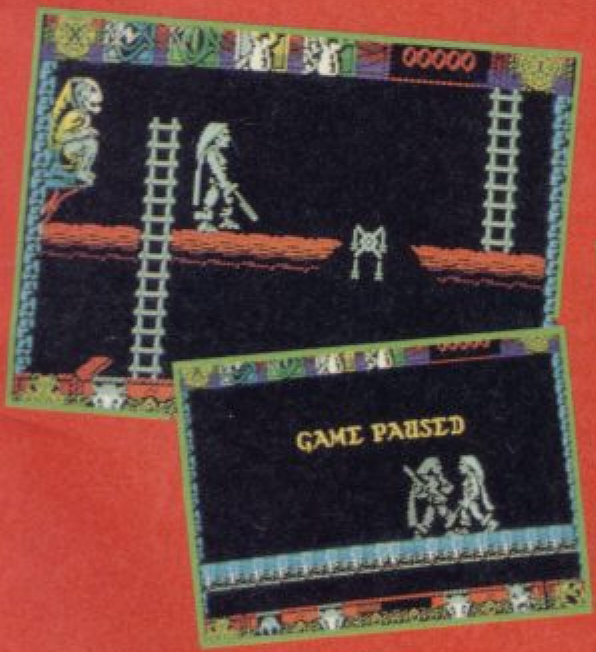
Lone Wolf is this month's prize game which means that you'll have to figure out SU's Prize Game Password and answer the correct password when the prompt comes up on the screen. If you enter the wrong password the program will deny you access to the game. as usual you can either wrack you brains for the answer, wait until next month when we'll print the answer or, if you can't stand the suspense, phone our password phoneline, listed below where you will get assistance with the clue and, if you want it straight away, the answer.

0839 500 819

Calls are charged at 36p per minute cheap rate and 48p at any other time. Calls should last for one and two minutes. Always remember to ask permission if you don't pay the phone bills.

they will split its power. Strike the centre of the mirror as you speak them. Every shard of the shattered mirror will present a foe, but they will be weaker and easier to defeat than the demon in all its entirety."

The game begins inside the fortress of Khazan-Gor. You, Lone Wolf, have followed the advice offered by the High Council and smashed with your mighty sword the mirror known as Dhazag-Oud - The Mirror of Death. As Rimoah foretold, the mirror shattered, then seven



unearthly creatures arose and took refuge in the towers, each armed with a shard from the mirror fashioned in the shape of a sword.

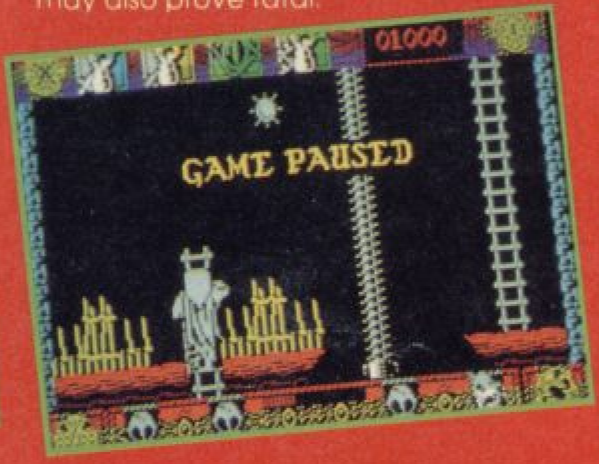
The power of the mirror is such that when the creatures take human form to fight in mortal combat they appear as images of your darker self - what greater challenge could there be? Only you, Lone Wolf, have the power to destroy for ever the power of the mirror. Succeed and your prowess as a warrior of the Kai will be known throughout sommerlund, even unto the lands beyond. Fail, and the mirror will reassemble, triumphant to have claimed yet another victim.

Control is by Joystick or keyboard. Before the game starts select the four Kai skills that you consider will most valuable in the quest. Choose unwisely and your task will prove a dozen times more difficult, choose well and the power of the Kai will travel with you on your dangerous journey. Call upon the Kai skills that you select by pressing the number keys.

KAI SKILLS

Psi Surge

Over the centuries the Kai evolved the ability to transmit a mental force that would stun or even temporarily paralyse a foe. use this force sparingly, because it will drain your psychic energy. Beware opponents who have the power of Mindshield - to use Psi Surge against them will not only prove useless, but may also prove fatal.



Mindshield

The Kai developed the skill of Mindshield as a defence against Psi Surge, in case it should ever fall into the wrong hands. Indeed, as the demons that guard the Khazan-Gor can take the form of a Kai warrior, so can certain of them call upon the Kai skill of Psi Surge.

Animal Kinship

You were wisely named, Lone Wolf, for it is within your abilities to create within the mind of you enemy the vision of a wolf so terrifying that he will be transfixed to the spot.

Invisibility

No weapon can confuse your enemies more than the ability to become invisible. By moving quickly and striking first from one side, then the other you can fill your foe with fear and confusion as he strikes out randomly at his unseen opponent.

Sixth Sense

Without the skill of Sixth Sense you may find that you become lost in the fortress.

Divinity

Just as you may become invisible, so may certain of the demons. this skill allows you to divine the presence of a demon who would otherwise be hidden from your sight.

Weapon Skills

This skill allows you to wield your sword more quickly and effectively

Healing

The power of Healing is a valuable skill that will, if you choose to take it with you on your quest allow you to recover more quickly from injury, of exhaustion.

NOTE: there is a limit to how often, and for how long you can make use of any skill. Ensure that you use them wisely.

SEVEN DEMONS - SEVEN BATTLES

Within the fortress there are seven demons, each drawing power from a shard of the mirror, and each guarding a key position. You must triumph in battle against each demon in turn, making the best use of your Kai skills, and swordsmanship.

Only if you take with you the skill of the Sixth sense will you know unerringly which way to turn when you have a choice of routes. Otherwise you must guess as best you can the path you must tread to meet your next opponent.

Your character's endurance is represented by four wolf heads displayed at the bottom of the screen. When one of the heads turns to a wolf's skull it signifies that you have lost one-quarter of

IMPORTANT: WHEN LOADING LONE WOLF STOP THE TAPE AS SOON AS THE 'ENTER PASSWORD' MESSAGE APPEARS ON SCREEN, IF YOU ENTER THE CORRECT PASSWORD THE SCREEN WILL FLICKER AND YOU CAN CONTINUE TO LOAD LONE WOLF.

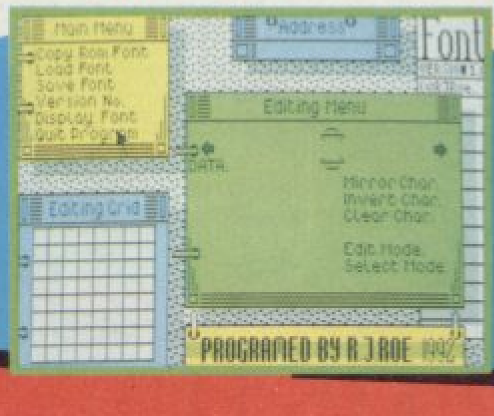
THE GREAT 8

TAPE RETURN ADDRESS

DO NOT RETURN ANY FAULTY GREAT 8 CASSETTES TO SU TOWERS 'COS WE DON'T KNOW WHAT TO DO WITH THEM. THE WELL KNOWN EXPERT IN THE FIELD IS EVERYONE'S FAVE TAPE MAN - UNCLE HAROLD, THE JOHN WAYNE OF COMPUTER CASSETTES.

IF YOUR TAPE IS FAULTY RETURN IT, WITH A NOTE ENCLOSED STATING WHAT YOUR FAVOURITE JOHN WAYNE FILM IS, TO: UNCLE HAROLD'S POORLY TAPE CLINIC, SPOOL, UNIT 30, DEESIDE INDUSTRIAL PARK, CLWYD, CH5 2NU.

HE WILL CHECK YOUR TAPE AND RETURN IT OR A REPLACEMENT A.S.A.P. UNFORTUNATELY SU OR SPOOL CAN NOT BE HELD RESPONSIBLE FOR TAPES WHICH FULLY PASS OUR TESTING PROCEDURES BUT FAIL TO LOAD ON INDIVIDUAL MACHINES.



FONT CREATER

- Load In 48K Mode

Create your own writing fonts with this mega font utility - The first of a series of font and art packages on the Great 8. Allows you to personalise your spectrum document. Full instructions are included on the program itself.

FUSSLOAD

- Load In 48K Mode

FUSSLOAD is a multiface resident program. It will cooperate with any model that meets these requirements: 1... Has a "programmable jump" facility. 2... Uses ports 159 and 31 to page the multiface ROM in and out respectively. 3... It is not a multiface designed for the +3.

In addition, multiface v48 users might find it useful to have an on/off switch installed, if their machines don't have it by default. You should contact Romantic Robot for details on this matter. FUSSLOAD can back-up any 48k program, but not 128k ones. Any program can be backed-up, at either the normal Spectrum speed or at one of the ten turbo speeds available. Both v48 and v128 multiface owners will be able to use a toolkit in order to peek and poke the computer memory. For multiface owners only, an option to save the screen is included. All resulting copies reload independently of both the utility and the multiface. The screen image remains intact, with a mere 100 bytes of the middle section spoiled.

WHY USE FUSSLOAD INSTEAD OF THE NORMAL MULTIFACE OPERATION?

Upon saving the back-up, the memory contents are compressed (the rate or compression will vary but usually a 35% rate is achieved) and the user is informed of the total number of bytes to be saved. Upon reloading, this number of bytes is displayed at the bottom of the screen. After this main block of code, the screen image will be saved with very little of it corrupted, at the selected speed. The program will take an average speed of 2 seconds to decompress and a final block of code (1280 bytes) will follow, at normal speed always. FUSSLOAD provides the user with a reliably-loading tape back-up, that leaves a very small part of the screen corrupted.

HOW TO USE THE FUSSLOAD

A) Installing FUSSLOAD. Follow these steps:

1... You must have a multiface fitted. FUSSLOAD cannot work on its own. 2... Reset your computer and switch multiface ON. Load FUSS*LOAD. If you own a 128k Spectrum go into 48K Basic and don't use the tape loader. 3... FUSSLOAD will install itself in the multiface RAM and a soft reset will be performed (ie USR 0). Now you can load the program that is to be backed-up. If this program is a multifaced copy, v48 multiface owners should switch the multiface off and enable it after the program has loaded. Otherwise FUSSLOAD will be corrupted. Note that v128 multiface owners will not face this problem at all, as the FUSSLOAD will lock itself off. 4... At the desired point, press the multiface button.

B) The Main options: You will be confronted by FUSSLOADs' main menu. Select one of the three options available by pressing the highlighted key: (S)ave (R)eturn (P)oke

C) Their Results:

By pressing the (R) key you'll return to the program you stopped. No part of it will be corrupted in any way.

* The (P)oke option offers you a mini-toolkit, so that poking and peeking of memory locations is possible. Enter the address number (0-65535) that you want to poke/peek. Of course, poking is only possible in the area 16384-65535. the contents of the selected address will be displayed. At this point, the following options are available: 1... Press ACE to select a new address. 2... Use the left/right arrows to move back/forth one memory location or the up/down arrows to move back/forth eight memory locations. 3... Press the (Q) key to return to the main menu. 4... Press any other key first, then enter a new value for the selected address. If you enter an invalid number (ie number225) it will not be accepted. Instead, the current value will be displayed again. At this point (ie. either after a valid or an invalid entry) you can use the ACE, arrows, or (Q) keys.

* Having selected the (S)ave option, what will appear next depends on the version of your multiface. Thus, v48 multiface users will be asked to select from (P)rogram and (S)creen saving, whilst for v128 multiface users FUSSLOAD will assume that program saving was intended and so this menu will not appear at all. This is due to memory limitations. Next comes a prompt: " filename" Up to ten normal, capshifted or symbol-shifted characters can be used to form the filename. You must enter a name, on its own will not be accepted. After this, a menu " (A)bort (P)roceed" will appear.

By (A)borting you return to the main menu. By (P)roceeding, you'll be asked to "start tape, then press any key" had your choice been to save the screen, otherwise a new prompt will appear: "Keys : -0 Turbo Normal" Press the (N) key to select the normal Spectrum speed (1500 baud). Also, ten turbo speeds are available, from 1800 to 4500 baud (ie from 1.2 to 3 times the normal speed) in steps of 300 baud. To calculate the speed, use this formula: Speed = 1500 + (key * 300), where key is the number you press. Key (0) has a value of ten. At the press of the button the program will be compressed. the actual saving will then begin, and the number of bytes that the program was compressed to will be displayed. The screen image is the next block to be saved, and after a small pause a last bit of code.

You can abort the whole procedure at any time by pressing AK. At very cases, when the internal compressor fails to achieve a necessary compression rate of 5%, the option of turbo-speed saving is not available and the user is advised to select normal speed instead.

* Never press the reset button when FUSSLOAD is working. First return to the program you stopped. Also, when examining Multifaced copies ensure that your hardware or software switch of your multiface is set to OFF. If you wish to remove the FUSS*LOAD from the MF's memory without unplugging the computer, return to the program you stopped and press the MF's red button together with the (CAPS SHIFT) and (SPACE) keys. If you own a MF v48k you should, in addition, use the toolkit poke address 8195 with zero, the return.

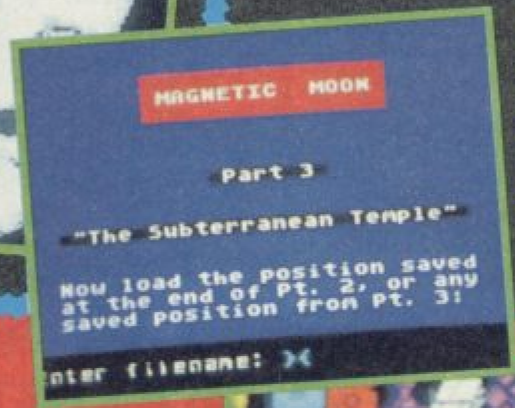
AT ALL TIMES ENSURE THAT NO COPYRIGHT INFRINGEMENT TAKES PLACE! WE DO NOT CONDONE PIRACY!

Music Demo 3
- Load In 48K Mode

More snappy musical and graphical master pieces as music mania grips the Great 8 yet again. Load it up and select the tune you want.

Controls:
Keys 0-9 (10 tracks)





MAGNETIC MOON PART 3
- Load In 48K Mode

Have you the source of the strange magnetic field yet? Has the captain fired you for incompetence yet? Where will that last conversation you had in part 2 lead you now. FIND OUT! Play Magnetic Moon Part 3, the final game in the series and solve the mystery once and for all. To access this game you'll need to have obtained a password from Part 2. And remember, be careful out there!

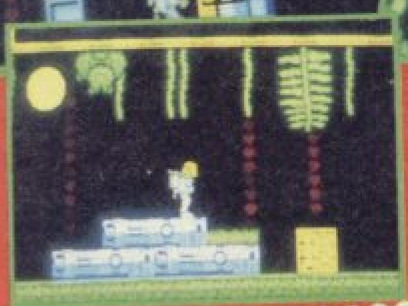
TERMINATE
- Load in 48K Mode

More mayhem from Psychadelic Hedgehog. In Terminate a large group ever so nasty aliens from the planet Disgusting have landed on earth and dropped off a few babies, under the false impression that the human race will allow itself to be used as food for the young alien slime. Enter our hero. He's been watching far too many Alien and Terminator movies for his own good recently and it's just as well 'cos now he's the only sprite on the planet capable of saving the planet from mega disaster status. You must guide him, zipping around the Landscape, polishing off the enemy gestation pods before they hatch. Unfortunately this font utility will not work on Good Luck!









Controls
Q - Up
A - Down
O - Left
P - Right
Bottom Row - Fire



POKEMANIA
- Load In 48K Mode

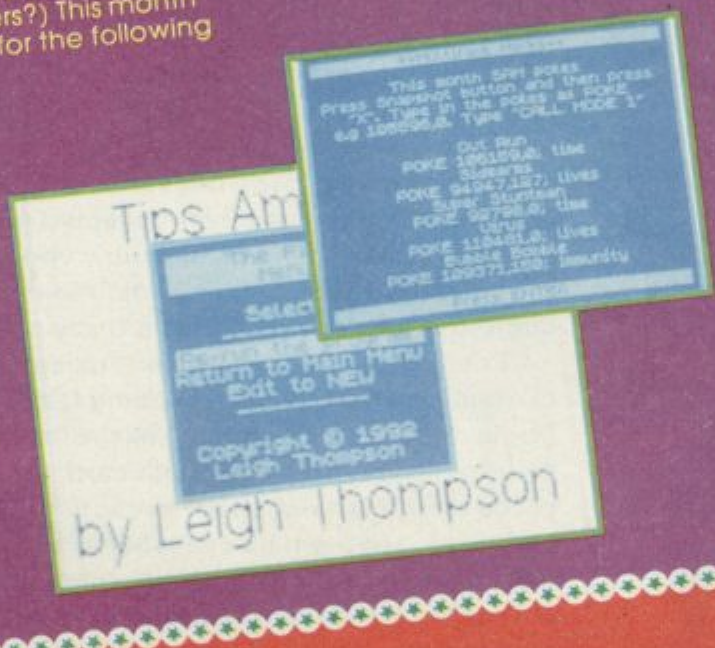
These are the real things. Designed by Specman to make your game-playing life easier. Just select the poke you want of use, load it and then load the game on in. Nothing could be simpler but then it is the simple things in life that makes it all worthwhile.

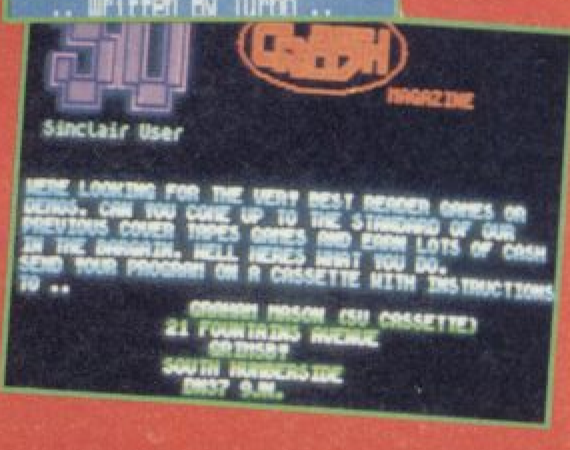


TIPS AMAZING
- Load In 48K Mode

Less tips than a packet of Silk Cut cigarettes, but only just. (Not that you or I would have anything to do with this smoking lark, eh readers?) This month we've got tons of tips for the following games:

Arkanoid
Arkanoid 2
Cabal
Dragon Breed
Deliverance
Game Over
Ghostbusters
Gremlins 2
Impossamole
Multiface Hacks
New Zealand Story
Pang
Red Heat
Renegade 3
Robocop 2
3D Grand Prix





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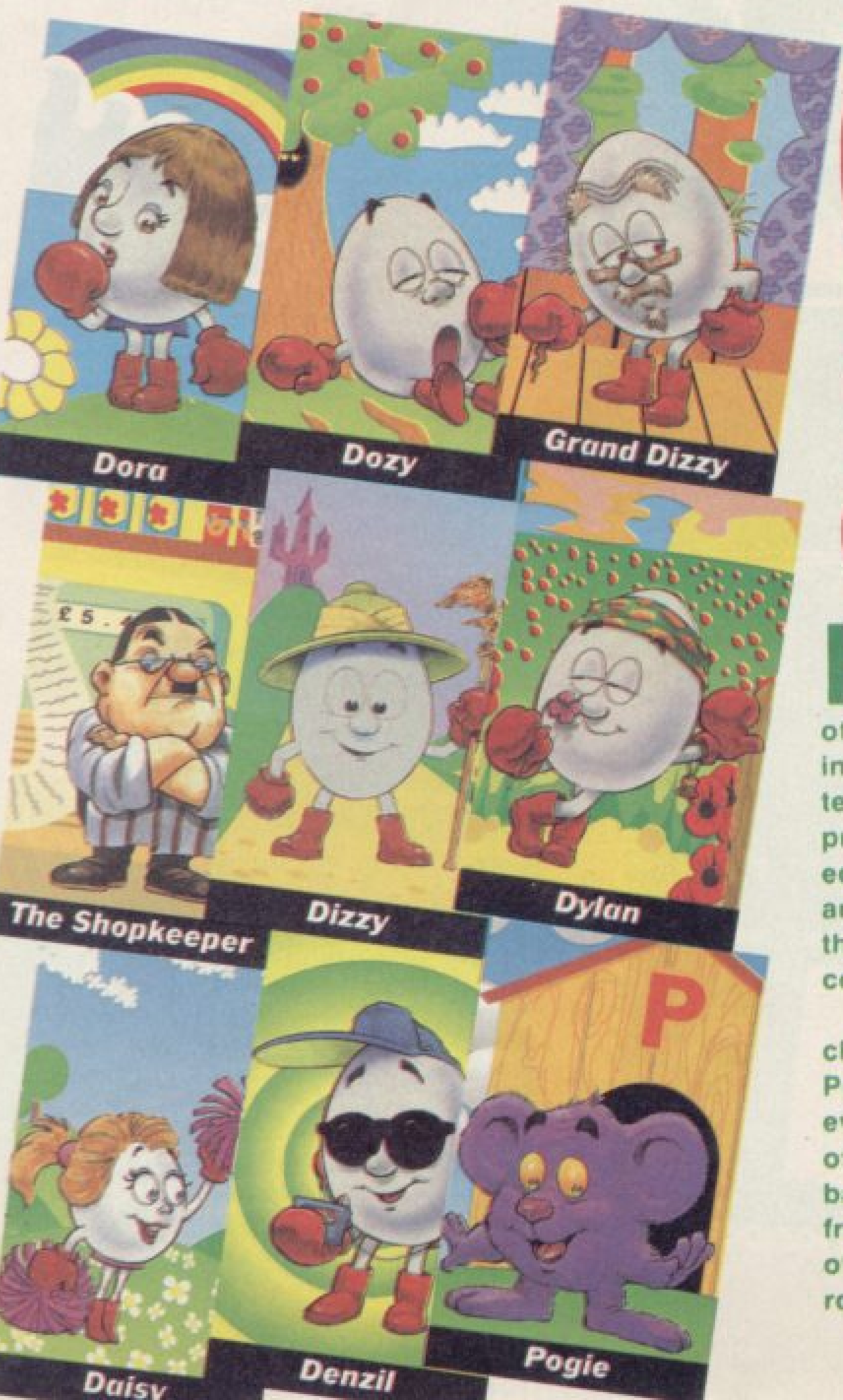
UPfront



'GOLD GO SPORTS CRAZY

U.S. Gold have announced a new sports sim package for the Olympic season. Although it's not an official Olympic title it will have most of the sports which are included in the Olympic Games on it. The idea is that up to four players can partake in the action as the sports season takes hold of the nation. The package, aptly titled MEGA SPORTS - Going For Gold, promises to have 33 all action sports on it including the following: Archery, Biathlon, Bobsled, Cross Country Skiing, Cycling, Diving, Down Hill Skiing, Equestrian, Fencing, Figure Skating, Free Skating, Free Style Relay (Swimming), Gymnastics, Hammer Throw (yeah), High Jump, 'Hot Dog' Aerial Skiing, Hurdles, Javelin, Kayaking, Pole Vault, Rings, Rowing, Skeet Shooting, Ski Jump, Slalom Skiing, Speed Skiing, The Luge, Triple Jump, Uneven Parallel Bars, Velodrome Cycling, 100m Dash, 100m Freestyle Swimming, 4X400m Relay.

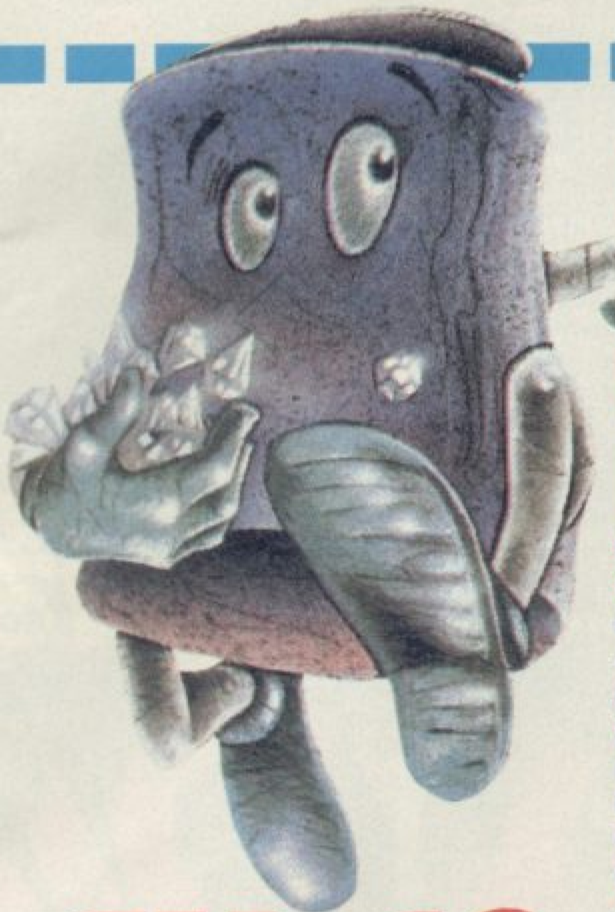
Phew, now if you're wondering how good this is going to be and just how they're going to fit all of this onto one tiny Spectrum cassette then you're not alone. So are we. There's only one way to find out, read this magazine next month! Sounds like fun to me.



CODIE'S COLLECTOR'S CARDS CAPER

Industry innovators Code Masters have come up with a brand new Dizzy idea that's sure to have you hopping off your seats or hobby horses and out of bed extra early in the afternoon, and it's not even a game. You know those telly ads that come out every time Royal Mail launch a pretty new stamp? The ones that offer special collectors editions? Or have you ever collected football, wrestling or any other sports cards? Well now you can join the elite of the collectors world and still maintain an active interest in computer games with Codie's Dizzy collector cards.

There are sixteen cards in total and all your favourite characters are featured including Dizzy, Daisy, Denzil, Pogie, Grand Dizzy, Dylan, Zaks, Blackheart, Shamus, the evil Rockwart and more. Each card has a full description of the character and all are dreadfully cute... Yes, even the bad guys. They will be available in all Code Masters games from now on, and remember, in sixty years time a full set of these could be worth a lot of money on the antiques roadshow!



SNARED

Beyond Belief, the people who brought us (ahem!) Jimmy's Soccer Manager and Devestating Blow, the popular Biff and more recently the upgraded version of Jimmy's known as Superleague, have just snared the rights to Snare, the game demo'd here in SU in May and reviewed just last month. Originally brought out on mail order and in selected shops by those Scottish tartans E.S.D. It should now go out nationally into games stores. We'll keep an eye out for any further partnerships between these two companies.



SU CREW

Even if summer is a quiet time for software it usually sees some big name movie releases and this one's no exception with Aliens 3 (August), Lethal Weapon 3 (August) and Batman 2 (July) all due out during the hols. Everyone wants to be a movie star (how else can you get to star in a computer game too) so the SU Crew are on the audition trail this month hoping that, in between bringing you the most crucial Spectrum action available, they'll also be able to land a major film role. Some chance!



Alan Dykes
Editor

"I've always wanted to be in a movie where I get a chance to kick Jean Claude Van Damme where it hurts and then run away, very quickly, relying on my superior speed and the smell of fear to get as far away as possible before he recovers. Apart from that, any movie with Daryl Hannah, Michelle Pfiefer, Winona Ryder or Andie McDowell in it will do. Ho-woooo!"

Fave Games: INDY 4, Captain Dynamo.



Yvette Nichols
Art Editor

"I want to be Jessica Rabbit in the next Roger Rabbit movie. I have all the qualifications, or so all my fans tell me (keep on writing boys). She's smart, good looking, has an amazing voice and best of all, she's married to the cuddliest rabbit in the world." (at this point the rest of the crew run to the toilet and get sick). "Alternatively I'd like to star in a movie with Keanu Reeves, he's..." (Crew run to the toilet and get sick again, ad infinitum).

Fave Games: Anything ultra cute.



Tina Zanelli
Ad Manager

"I'm really jealous of Sigourney Weaver getting the Ripley role again in Aliens 3. I'm much tougher than her. I've always wanted to be a macho screen actress which is why I work out twice a day and go on a fifteen mile run every night before having a wrestling match with my boyfriend who looks like Hulk Hogan. I always beat him too, just like I beat the aliens who tried to take over SU some time ago."

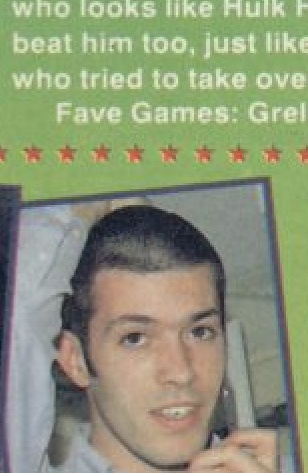
Fave Games: Grell & Fella, Captain Dynamo.



Steve Keen
Features Editor

"I wanna be Wayne out of Wayne's World. I've already got a cool but somewhat nerdy friend named Garth and I know more about Heavy Metal music than any of those cheap wimpo American dudes... (NOT!) So keep an eye out in your local cinema for Steve's World, where you'll hear me say "party on dudes" at least once a minute, "excellent!" after every sentence and hang out with the most amazing babes in the world, all of whom are named Aisling."

Fave Games: INDY 4, Captain Dynamo



Matthew Walker
Airfix Kit Production Chap

"I've always wanted to be Danny De Vito, which is a physical impossibility 'cos I'm six feet five inches tall, but the world loves a trier. I once completely shaved the centre of my head, put a pair of shoes on my knees and walked into Universal Studios wearing a tiny suit, telling nasty jokes and complaining a lot. They actually thought I was Danny De Vito for three whole seconds then kicked me out again."

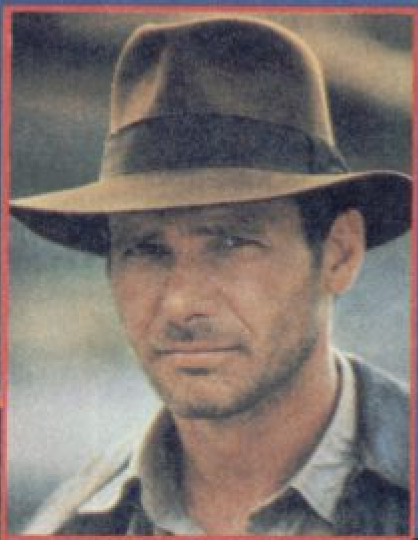
Fave Games: INDY 4, Bonanza Bros.

What a whip crackin' Nazi bustin' hero he really is. Yes, Indy is back. And this time he's left his dad at home and taken a lovely lady along with him istead (hurrah!)

Indiana Jones and the Fate of Atlantis has our rugged hero on the trail of the Nazis once more, and he sticks to the dirty dastards tighter than a hound dog with superglue smeared on his teeth as he tries to save the last ecologically sound environment left on the planet from rape by the fascist huns. Yes, Indy must keep the Nazis from heisting the secret powers of that mythical undersea world where everyone is peace-loving and the biggest problem they ever have is trying to invent a barbecue sauce that makes fish taste like T-bone steak.

Food is however, the last thing on Indie's mind. The intro sequence tells you exactly why too, as no sooner does Indy get his hands on a curious Ronnie Corbett fertility symbol complete with a lucky marble (in fact it's a Minotaur statuette and a mysterious bead but that doesn't make much sense either), than he gets biffed behind the head and has his new toys swiftly swiped. Yep, it's 1938 again and the old Bosche are being frightfully un-British.

The man who started it all.

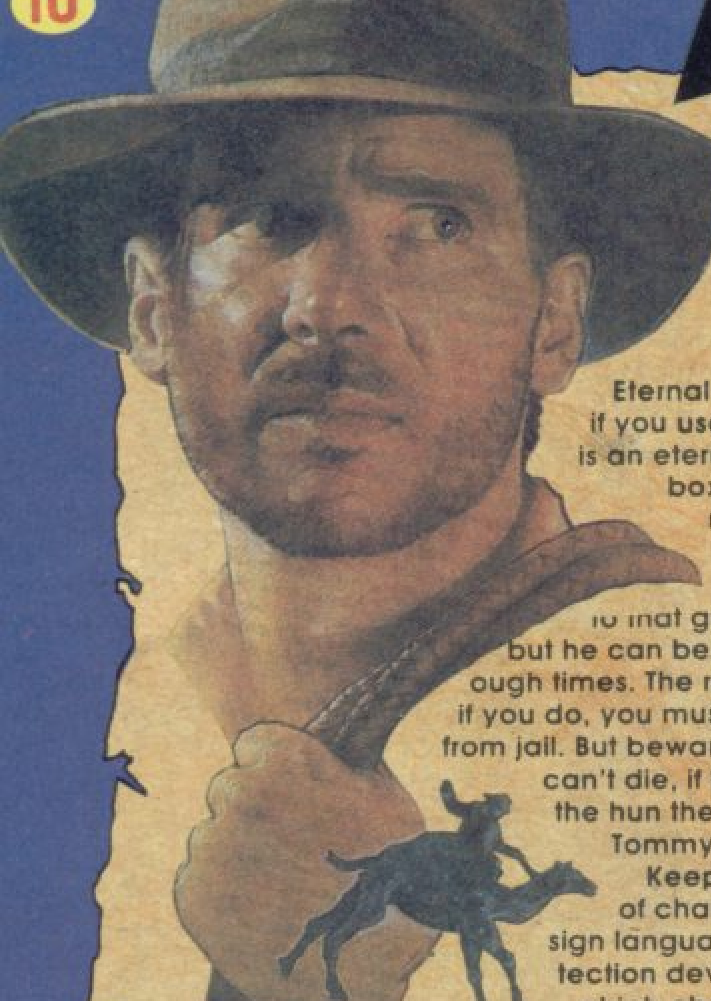






INDIA

FAT



WHIP TIPS

Eternal life can be yours quite easily in this game if you use your grey cells and Sophie properly. Indy is an eternal hero, who's grossed more money at the box office than Bond - James Bond. This fact, may well be the reason that Lucasfilm, the makers of the game, have made it impossible for Indy to pop his clogs and go to that great adventure in the sky. Indy can't die, but he can be captured by the Nazis if they hit him enough times. The real trick is not to get caught by them, but if you do, you must use your other character to spring him from jail. But beware! Although eternal life means that you can't die, if both of your characters are captured by the hun then the war is over for you Tommy! (er, and Tommy-ess!)

Keep your instruction manual handy 'cos a lot of characters will try to speak to you in a strange sign language. It must be some new form of copy protection device but there are 28 different symbols which characters you meet during the course of the game will blurt out at Indy and Sophie. A typical conversation goes something like this...

/ "Do not hit the hotel guests",
●■"Make me an offer", ●"Thank you. Here are your chips".

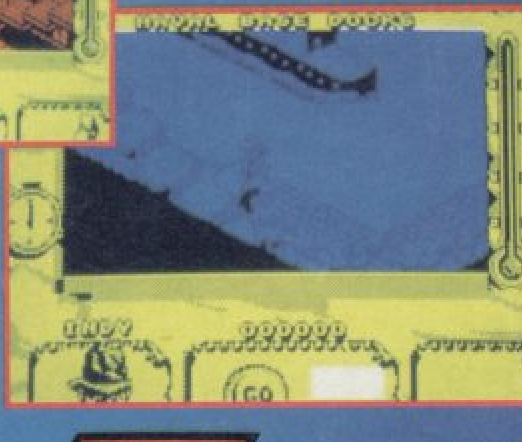
Level one is set in a casino with the action scrolling in all directions as you take control of either Indy or his newfound girlfriend Sophie in order to try to rummage up a little cash on the tables. Now whilst Indy is a dab hand at putting names to odd objects like Patrick Moore's slippers and Barbara Cartland's hairdresser, he's never really been a born to win baccarat player so you'll have to crack the rigged roulette system before winning any money and then it's time to potter off to see the owner of the casino and barter with him for a few select items...

Once you've left the casino you're onto level two. This contains the naval base which Indy and Sophie must infiltrate to hitch a ride on a U-Boat bound for Atlantis. To do this they must break into the base (now why





Aha, ze submarine!



...ANA JONES and the ...E of ATLANTIS

GAME: Indiana Jones And The Fate Of Atlantis
LABEL: US Gold MEMORY: 48K/128K
TAPE£11.99 DISK£14.99

didn't you buy the wirecutters?), avoid the guards and searchlights and eventually get on board the U-Boat. Sounds easy? This is a timed level so the sub will sail without you if you're too slow.

Once on board the U-Boat Indy could easily get lost! Yes, using the same Lucasfilm magic that was wheeled out for Star Wars, the game designers have conceived a submarine that is huge inside. And all you need to do? Somehow avoid all the guards, locate a bomb and defuse it.

If Indy and Sophie manage to keep the submarine afloat they'll arrive at the islands where a bit of native appeasement is the order of the day. Among the islands there is one that contains a sacred cave - the portal to Atlantis. Before Indy can do this, he must keep the simple yet granite-fisted tribesmen happy by collecting sharks' teeth that seem to have been liberally scattered around the island by a Tuna dentist.

The final level is, at last, Atlantis. You're an archaeologist and a man of science and have made it to possibly one of the most fabled civilisations in order to prove to the world that it exists. So what happens once you actually arrive there? Well, why stop fighting now? Indy's just going to whack the Nazis for a little longer, and then use the Atlantean's amazing technology to blow the suckers to bits!

All in all, the latest Indy adventure is a crushed down version of the PC game and this shows through in the actual gameplay. It's definitely a game that should appeal to older players, with lots of graphic puzzles, but maybe not the younger joystick wanging generation who enjoyed the first two installments. As it is, Indy has excellent isometric graphics which are complemented by well thought out animation (though Sophie walks as though she's got a broken leg). There has been a lot of though put into this game and it shows.

Whether Indy is helped or hindered by the gorgeous Sophie may be a bone of contention, (although it never seems to stop him from snogging his leading ladies at the end of the movies), the control procedure allows you to skip freely from one character to the other.



Alan

You can shoot, punch, kick and whip your way around the Nazi scum and then go back for more. The Fate of Atlantis is a game of many faces and many places and will keep older players busy for quite a while. Young guns could get bored with it though... This is no cutesy puzzle game, it's the real thing.

Those darn Nazis. Can't leave a decent, hard working hero alone!

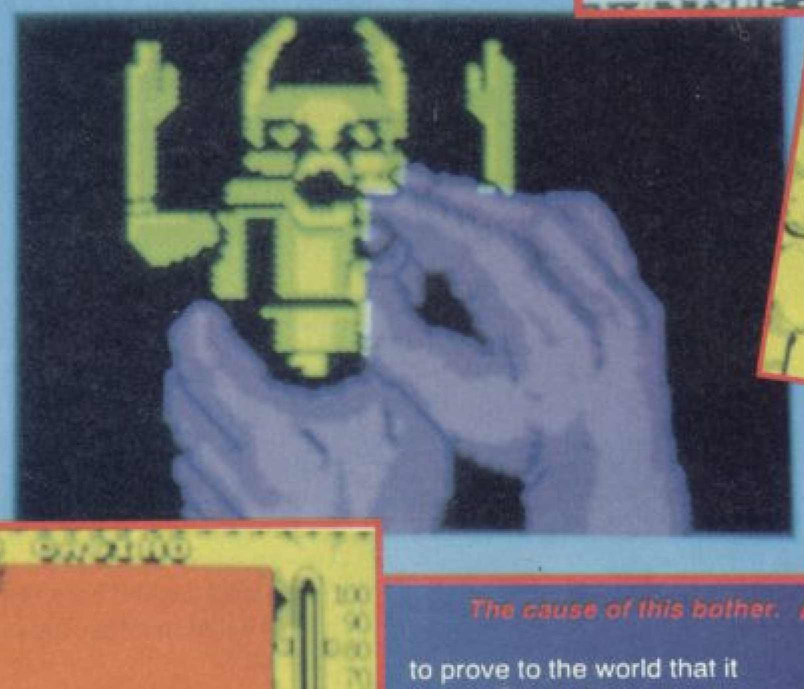


...yzantine Crusade...

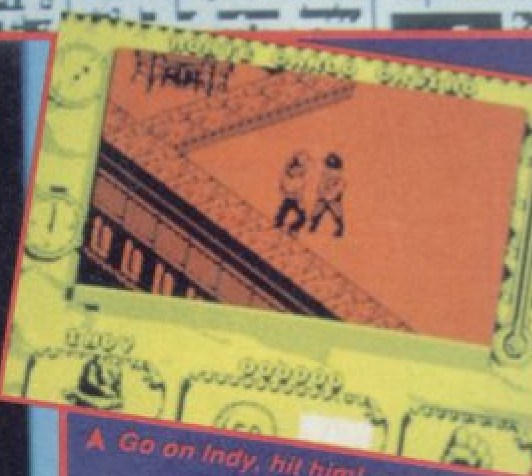
...ay 27th, 1935

Indiana Jones Missin...

Feared By Nazis



The cause of this bother.



Go on Indy, hit him!



INDIANA JONES and the FATE of ATLANTIS

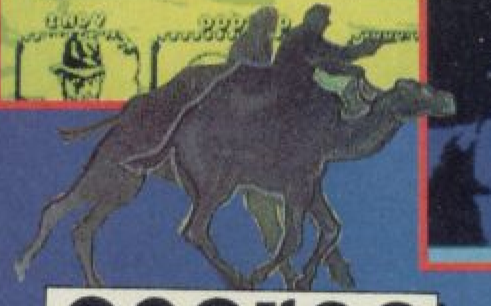


Changing into a girlie every five minutes and kicking Nazis might be entertaining, but it does have its disadvantages. The biggest one being that whilst you are in control of one character, the other one will just potter off and get into all sorts of trouble.

If your second character's sine wave (shown at the bottom of the screen) does start to fluctuate then it's pretty certain that they're being beaten up by guards and need help quickly before they are overpowered and captured. Another really useful feature of Indy 4 is that you can get four different 3D "camera angle" views which enable you to completely survey Indy's or Sophie's surroundings.

At the naval base, what a place.









scores

GRAPHICS	92
SOUND	80
PLAYABILITY	78
LASTABILITY	89
OVERALL	88%

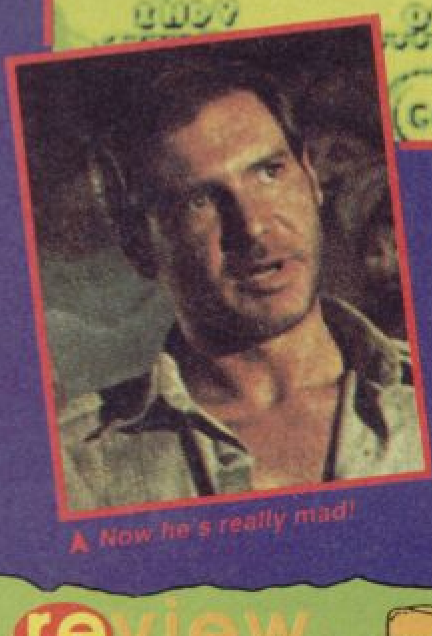
Garth Sumpter

Indy 4 is graphically neat whilst the gameplay is intriguing and follows a logical pattern. All the puzzles can be accomplished and allow you to get a feel for the game. A great thinking title.

I really enjoyed the Fate Of Atlantis (being almost a wrinkly myself), but did find the Nazis a little unfair. They appear very quickly and then proceed to kick you around at an alarming rate. They're very nasty and I'm glad that they lost the war. When all's said and done the Graphics are really good, if a little difficult to make out at times and there's some nice Indy music and game sound effects. US Gold have definitely won the interactive strategy war with this game, it deserves to be played.



We all live in a...Blue sub?!!



Now he's really mad!

ISUI SILVER

FATE FAX



Indiana Jones and the Fate of Atlantis is of course the forth in the series of Indy adventures that have spanned the world in their travels and pushed back the frontiers of belief in infeasibly brave heroes.

Indiana Jones' character was hatched by the ever fertile mind of well-known film director and part-time Peter Pan, Steven Spielberg who wrote it originally as a short story.

The longest whip ever cracked was 140 ft (42.67 metres) in length, excluding the handle. And it didn't belong to Indiana Jones.

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SU/7/92

HACKING SQUAD

As the temperature crawls into the 80s here in the SU vaults I'm wishing I was somewhere a long away from my computer. If it wasn't for Big Al's cheery face smiling benignly from the Editor's throne I would willingly swap my keyboard for a surfboard and head for the coast. But alas, where Garth's steel whip once coaxed me back to my terminal, Big Al's kind words and big cheques keep me dutifully opening sacks of Hacking Squad mail and I'm not going anywhere until my duty is fully completed. But duty is an unfair word, dear readers. All of this is for you and no-one else.



TONS OF TIPS

HYDROFOOL

Use harpoon for baby whale (not very fair - Big Al'). Use horseshoe for seahorses. Use hook for wolf fish Use Spoon for jellyfish Use a bone to distract the pirhanas. Stop them from attacking the fool by depositing the bone in the same room.

Objects are usually found hidden behind obstacles, but some objects need a key, hidden around the vicinity. Find the key and shoot it at the trunk to open it.

There are only seven oil cans on a level so use them carefully.

RAINBOW ISLANDS

It is really nice to get a chatty letter once in a while. I mean it's gratifying to know that some people still know how to write a decent letter. Mark Stewart, from Doncaster, is one such person. And he's also smart enough to realize that flattery will get you absolutely anywhere. With reference to your request, I would love to send you a photo, Mark, but unfortunately, Garth got very jealous of anyone else's ugly mug appearing on these hallowed pages and he wouldn't let anyone within spitting distance of a camera. Perhaps now that cuddly, loveable old Uncle Al is at the helm, things might be different. (No way babe, I'm a real man! - Al)

Right, back to the purpose of Mark's letter, which wasn't just to tell me about his summer job involving surf, sand and... saving lives, phew. Mark has got some great tips for Rainbow Island, here they are:

How to defeat the nasties at the end of the levels:

INSECT ISLAND

Move to just underneath the left platform. When the spider comes down, zap him with a rainbow or two. Then, when it moves up, go to underneath the right platform and do the same until he's history.

COMBAT ISLAND

Jump up and zap the helicopter thing to wear its energy down. Then move up to the top right platform, zap about 12 rainbows across the gap (the thing takes ages to get anywhere close to you), then when it's underneath the rainbows, jump on them to break them onto him. And hazzar! Another 100,000 points.

MONSTER ISLAND

This, according to Mark, is outrageously easy. Move to the left, turn and jump up and down, making lots of rainbows. Then, when the nasty is near, break them and he'll go to that great nasty graveyard in the sky.

TOY ISLAND

This requires a similar method to the one employed on Monster Island. Simply make lots of rainbows and break them onto the enemy's head.

DOH'S ISLAND

This one took Mark ages to begin with, but now he's such a whiz that it's easy peasy. Doh only fires a few things at a time. so what you need to do is move left, avoiding the missiles, then jump up at Doh and let him have it with a rainbow or seven. Then keep moving right to avoid the missiles he's spitting. Then, jump at him again, giving him those colourful arcs (I just lurve those colourful arcs - Hannah). Eventually he will see the sense of the situation and admit defeat.

ROBOT ISLAND

This one is a real swine (that's not what Mark said, but then this is a family magazine). The best advice is to just keep on the move, zapping as you jump and breaking those yellow rainbows on the sucker, if you can.

Unfortunately, Mark can't help with any more of this game, because his version won't let him progress from islands six or seven. However, he would like to know if anyone has a non-multiface POKE that might assist him in battle with the bid badass dude at the end of Dragon Island.

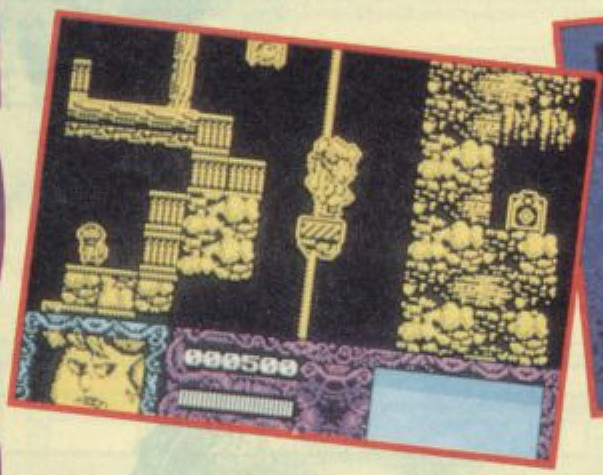
Another quick tip for this game is when you're on the ordinary levels, if you break a rainbow under a baddie, (as opposed to zapping him, or her) you're more likely to get a gem. Get seven of them and there's you may get an extra life.

Keep sending in those tips Mark. They're fab.

Feast your sunburned eyes on the host of fab tips, cheats, solutions and POKEs this month. There's even a map or two for those hardy enough to try to follow them. And remember, keep those handy hints, tips and POKEs pouring in. You see, many hands make light work and some of the things which we miss out on will be picked up on by you so don't let Spectrum chums down - send all your info in to me and get your name mentioned or win a Hacking Squad Star Hack Prize in the best Spectrum magazine in the universe. Just think of the everlasting fame and glory when your name appears on these sacred pages.

INDEX

HANNAH'S POKEs





BIFF
Gerald Noble, who lives in everso lovely Stroud in Gloucestershire, has sent in a couple of multiface POKEs, the first of which is for Biff. Gerald has also sent in the complete solution for this game - what a hero (well done Gerald and best of luck - Al).

POKE 55195,0 STOPS ENERGY LOSS
POKE 55192,0 LETS ENERGY GO FORWARD

TITANIC BLINKEY
POKE 60736,0 INFINITE LIVES

POTSWORTH
48K and 128K My erstwhile friend Al "Lemonjuice" Jones has written again from his pad in Oldham in Lancs. Is this the new flat yet Al? The one with the fab new bathroom? Hope you're settled in okay, anyway.

Al has sent in some multiface POKEs and a loader for Potsworth. Is he good to you or what? That was a rhetorical question by the way. Here's the loader for Potsworth:

```
5 BORDER 0: PAPER 0: INK 0: CLS
10 CLEAR 65535
20 LOAD " " CODE
30 POKE 63566,205: POKE 63567,27:
POKE 63568, 249
40 LET lemonjuice = 63488 50 LET al =
63771 60 READ b: IF b = 999 THEN RANDOMIZE USE lemonjuice
70 POKE al,b: LET al = al + 1: GOTO 60
80 DATA 0,0
90 DATA 62, 4, 50, 199, 182: REM INF LIVES
95 DATA 62, 2, 50, 165, 182: REM IMMORTALITY 100 DATA 201, 999: DON'T DELETE THIS LINE
```

JOHNNY QUEST
50613,0: POKE 54202, 201: RE, INFINITE ENERGY
64144,12 JUMP HIGHER

RAINBOW ISLANDS
65110,0 INFINITE LIVES
65073, 0: TO EXIT CURRENT LEVEL: AS SOON AS YOU START THE TAPE A MESSAGE APPEARS, THEN ENTER THIS POKE 65073,40.

CHIPS CHALLENGE
44126,0 INFINITE TIME

GHOSTS AND GOBLINS
35137,0 IMMORTAL

CONFUSED
51988,0 INFINITE ENERGY
49089,0 INFINITE TIME

SNARE
According to Jon Rose, what the May issue of SU/CRASH was missing, was a complete set of POKEs for the various versions of Snare, ESD's brand new hit, now being published by Beyond Belief. Well, the lads from Aberdeen aren't going to be too chuffed about this, because here they are. But, says Jon, it's all okay really because he's great matey mates with Hamish of ESD and just loves making his day.

SNARE DEMO (on the ETM tape free with SU)
47514,0 No monsters
45293, Lives (1-255)

SNARE DEMO (as featured on the May issue of SU)
47273, 201 no monsters
45808, Lives (1-255)

SNARE (proper game)
47504, 0 no monsters
46031, Lives (1-255)

Level codes (proper game)
5 - KAKAS
10 - EGRET
15 - YA'MA
20 - ZYMIC
25 ULCER

MIDNIGHT RESISTANCE
31767, Lives (1-255) (128K version)
40152,0 no limit on special weapons
40364,0 invincible
40126,244 infinite bullets
40127,3 extra bullets

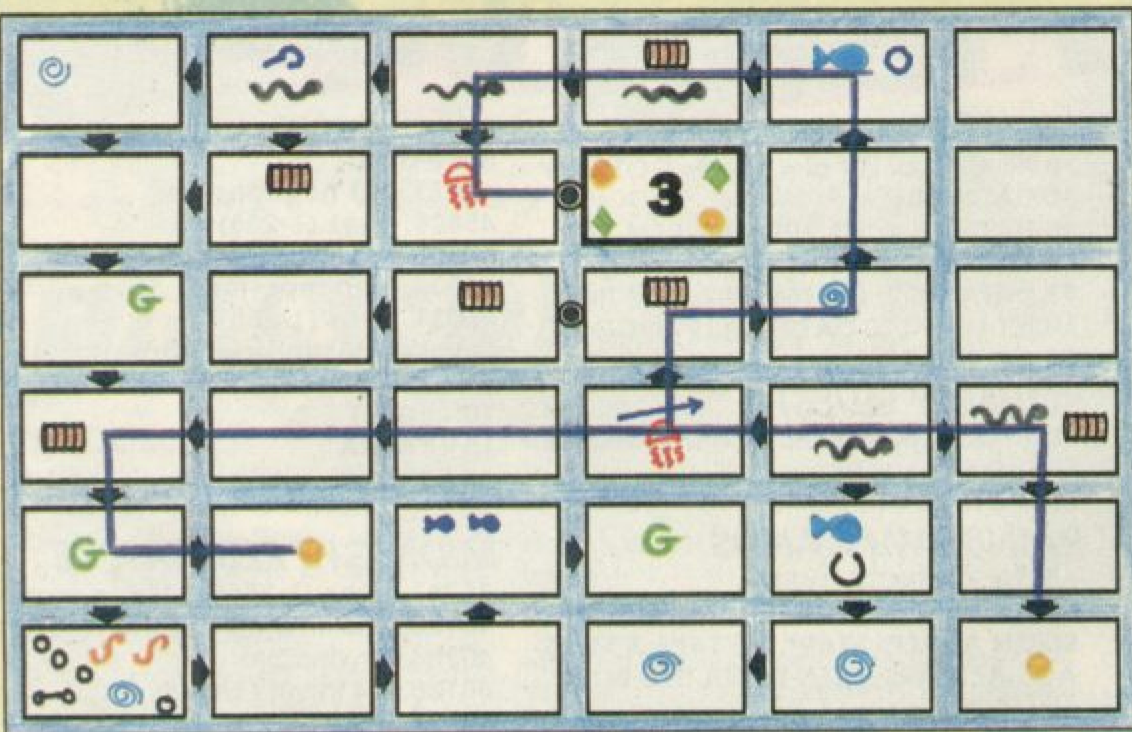
NAVY MOVES
49923,0 infinite lives (part 1)
54035,0 infinite lives (part 2) (access code - 63723).

HACKING SQUAD

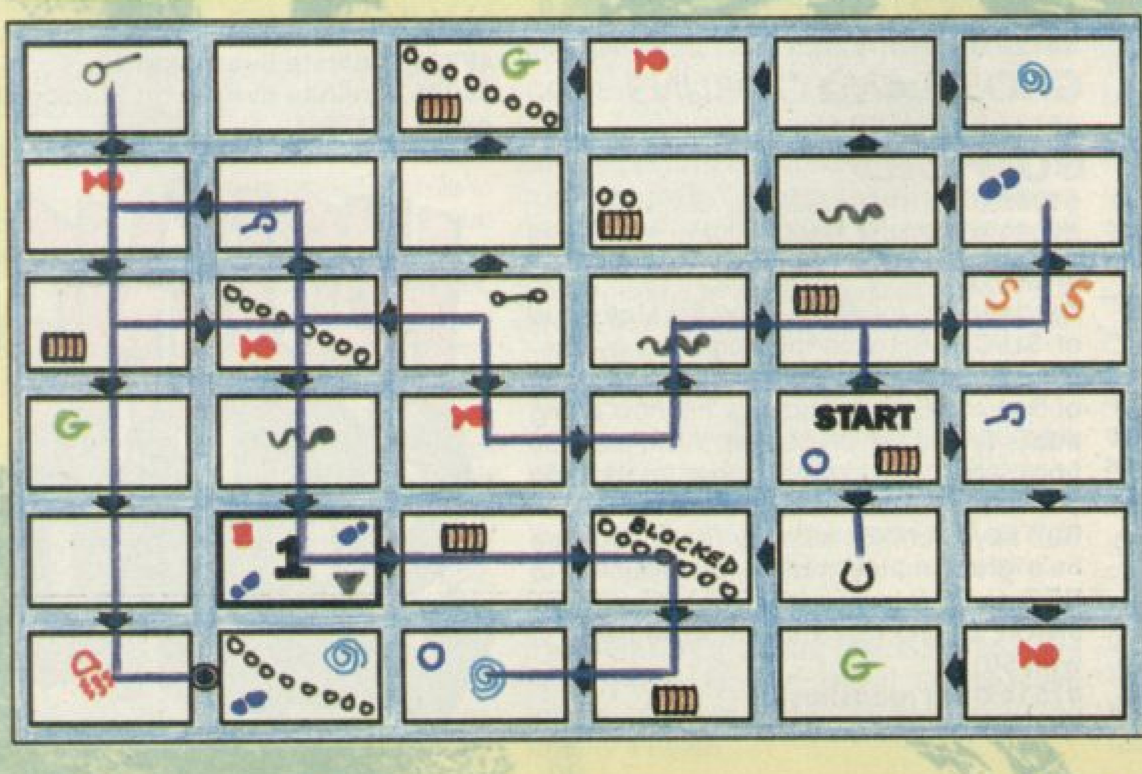
DIRECTORY

- A PASSAGEWAY
- SUITABLE ROUTE
- OIL CANNISTER
- LOCATION OF GNOME
- FULL BUBBLE
- WHIRLPOOL
- HOOK
- SEASLUGS
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- BALL
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- HARPOON
- SCHOOL OF PIRANHAS
- HORSESHOE
- SEAHORSE
- BONE
- SPOON
- WOLF FISH
- SHOE
- CAN
- BUCKET
- TRUNK
- SHELL
- KEY

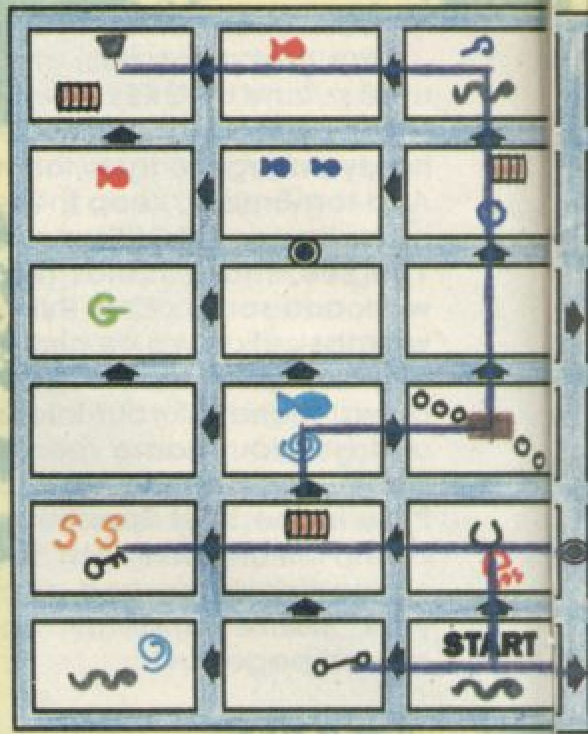
MAPS



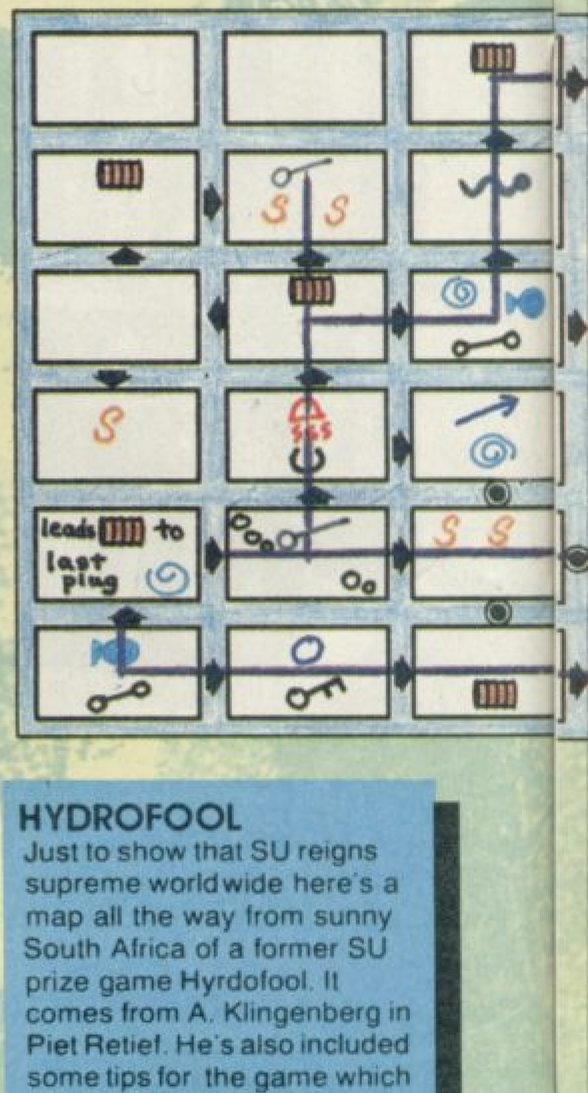
HYDROFOOL No 1



HYDROFOOL A Return to Sender No 2



HYDROFOOL D Heartbreak Hotel No 3

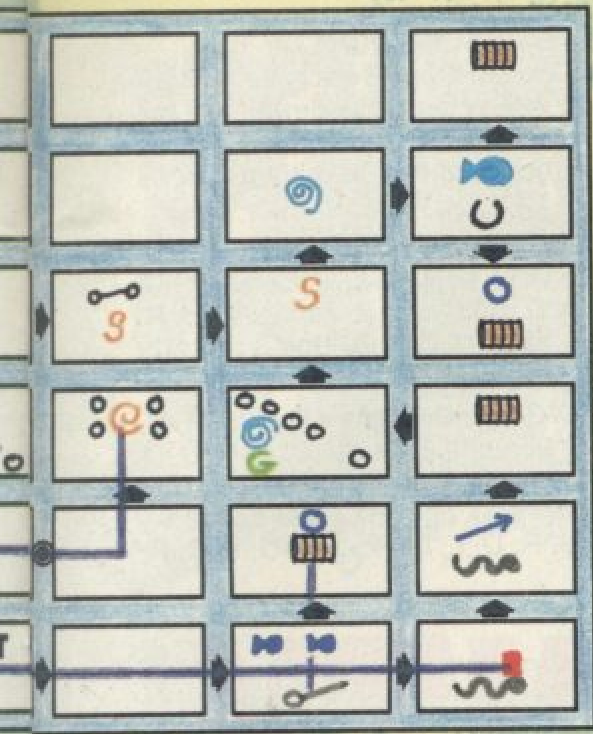


HYDROFOOL No 4

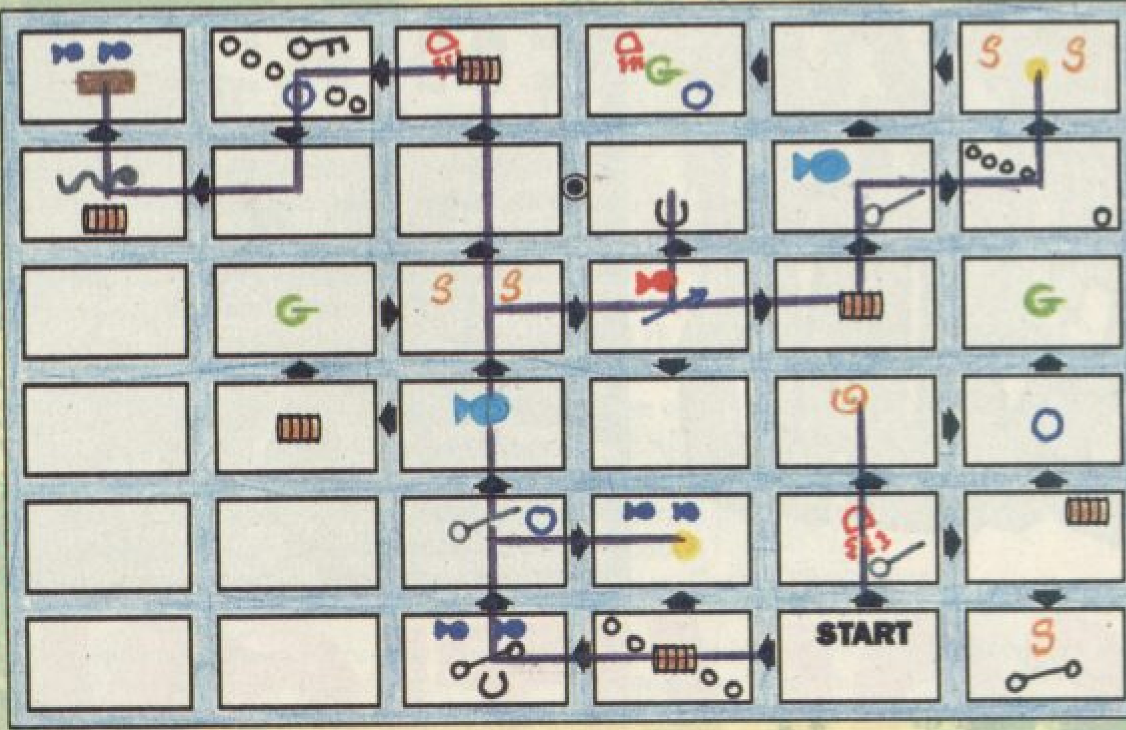
HYDROFOOL

Just to show that SU reigns supreme worldwide here's a map all the way from sunny South Africa of a former SU prize game Hyrdofool. It comes from A. Klingenberg in Piet Retief. He's also included some tips for the game which you'll find in the TIPS section, where else?

HACKING SQUAD

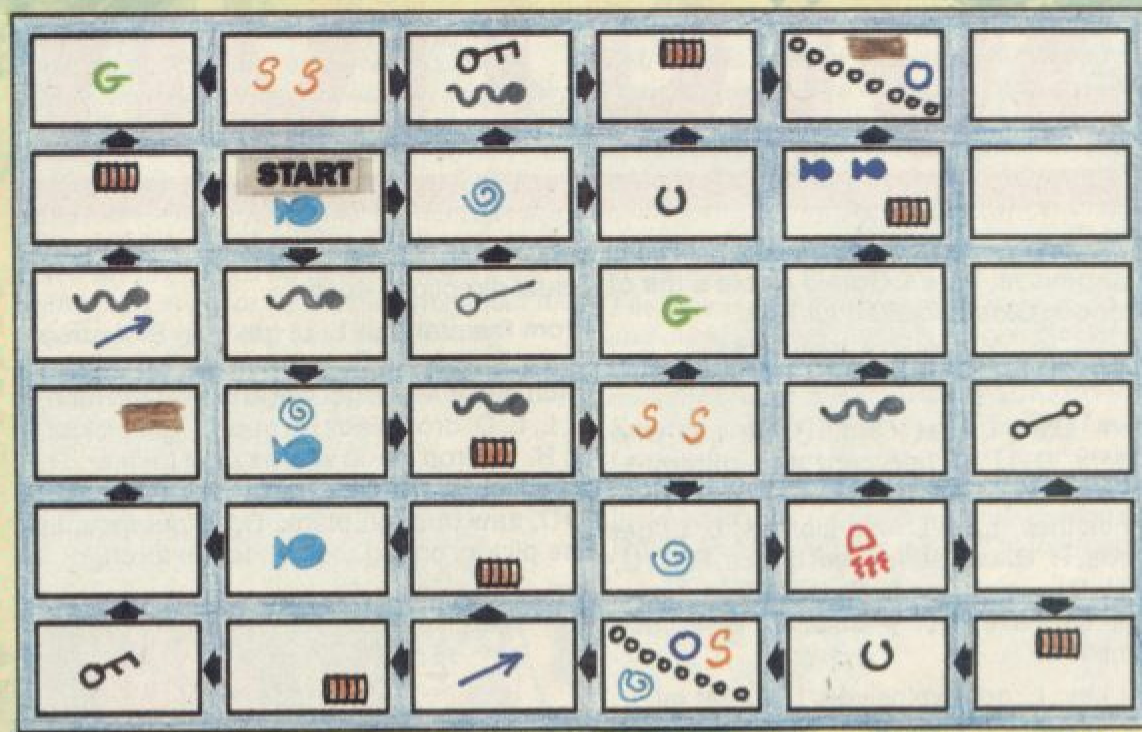


HYDROFOOL B Houserock No 5



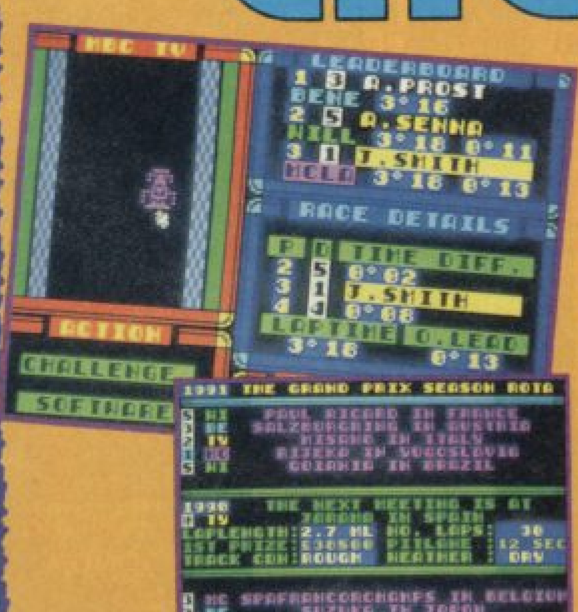


HYDROFOOL C O Sole Mio No 6



CHAMPION CHEATS





GRAND PRIX CHALLENGE

Dave Rawbottom (bet you don't pronounce it like that though, do you Dave? Eh? Mmm?) who resides in West Bromwich in the Midlands has sent in this useful little tip for Challenge Software's Grand Prix Challenge, which was reviewed in the Feb issue of this esteemed mag, as you so rightly point out Dave.

On the main screen, select OPTION PAGE and hold down S/SHIFT and Z, then type in VISA and you will have a massive budget for your team.

In return for this offering, Dave would like to know if anyone has a cheat for the Multimix 5 game Monty on the Run. If you do, send it in, and no making fun of Dave's name because that sort of thing is just too childish for words. Kursnick.

THE EMPIRE STRIKES BACK

Here's a natty cheat for The Empire Strikes Back, courtesy of Mark Townsend from Bloxwich in the West Midlands. On the menu screen, press CAPS, Z, X, C and V together and the force will be with you. Whatever happened to Yoda? That's what I want to know! He was cute.

Mark would also like some help with the third level of that fab game, Total Recall, which he simply can't get out of. He's even tried mapping it, poor lamb. So c'mon. Someone help him out. It's only fair. Actually, wait a minute Mark... Try typing in "The End Is Nigh" on the high scores table and, hey presto... you should advance a level!

HACKING SQUAD

HELP

Jenny Webster from Droitwich in Worcestershire is definitely not a Woman's Realm reader despite being thirty-something.

She is however, an avid reader of this magazine - I suppose 2.20 doesn't buy much else these days, except perhaps ten Curly Wurlys, and they're not really half as much fun.

Anyway, she would like some help with Frankenstein Jnr. She simply can't get into Frank's room (and who would want to, I ask). So if anyone has a tip or even a POKE or two then send them in. You know where.

KWIK SNAX SOLUTION

Nathan Cooper, from Newcastle in Staffordshire, who is nine, has delved into the game Kwik Snax and has cunningly come up with the solutions to all the bonus rounds.

ICE WORLD Bonus 1 - L, D, U, R, U, L, D, Bonus 2 - U, D, L, R, D, L, U, Bonus 3 - U, L, U, R, L, D, L, U, L, U, L, Bonus 4 - U, R, L, D, R, L, D, L, U, D, R, U Bonus 5 - U, L, U, R, D, R, U, L, D, L, D, R, D, R, U, L

CLOUD WORLD Bonus 1 - U, D, L, R, U, L, R, D, L Bonus 2 - R, L, U, L, U, R, U, L, R Bonus 3 - U, R, U, L, D, R, U, L Bonus 4 - L, D, L, U, L, U, R, R, U, R, U Bonus 5 - R, D, L, U, R, U, L, D, R, D, R, U, L, D, R, D, R, U.

SOLUTION CITY

BIFF

As promised, here's Gerald Noble's (he of Stroud in Glos.) solution for Biff.

As usual, L=left; R=right, U=up and D=down

18 From start, L, get card, R, R, get wire cutters. U, U, U, use card and cutters, L, get rope. R, D, D, D, L, L, use rope, L, L, get clothes, L, L, L, use clothes, L, L, get seeds, R, R, use seeds, get chocs, Rx7, U, U, U, R, use chocs, L, D, D, D, L, get axe, Lx6, use axe, get planks, L, L, L, use planks.

Get key, L, get explosives, L, L, get oil, L, L, L, use key and oil. D, L, use explosives, R, U, Lx9, get torch, Rx13, get batteries, Lx4, D, L, L, use torch, get jewel, R, R, U, Lx5, get ring, Lx5, U, U, U, R, use ring. Get glass, L, D, D, D, Rx8, use glass, Lx8, U, U, U, R, use glass, L, D, D, D, Rx11. Get record, Lx11, U, U, U, R, use record, L, D, D, D, get banger, Lx11. Get matches, use banger and matches, L, L. Get coin, Rx9, use coin, get ice-cream, Lx13, U, U, U, R, use ice-cream, L, D, D, D, R, R, get pot, Rx6, get seeds, Lx13, get spray, L, L, use seeds, get flower, use spray, Rx7, Ux3, Rx1, use flower, and that's it. You are a hero!

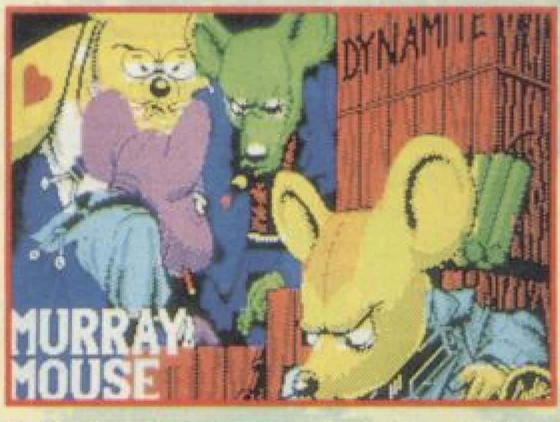


MURRAY MOUSE SUPERCOP

Dave Cook lives in a strange sounding place called Wideopen in Newcastle-on-Tyne. Actually I suppose it's not that strange. My Nan lives in a place called Fishponds in Bristol. Anyway, here's his fab solution for Murray Mouse Supercop.

Usual directions apply.

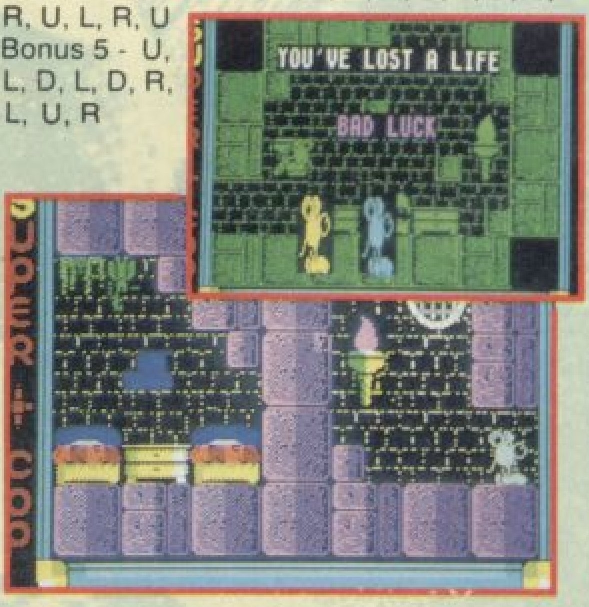
From the start, go L, L, get key. Rx4, drop key on manhole, D, get the plank, R, touch torch, get saw, D, get wood worm, get face, U, L, L, D, drop plank on gap, U, get pickax, D, R, D, drop wood worms next to door. R, touch torch, get face, get cheese, U, U, L, L, D, saw through plank, D, R, get face, L, use pickax on big rock, L, touch torch.



L, L, drop cheese next to mouse, L1, U1, R1, wait for platform to go to the bottom of the screen, jump left, touch torch, R, R, U, L, get password. R, touch torch, R, touch torch, jump past candle, get spider, touch candle, D, get frogs legs. Touch torch on right, get face, L, get face, jump on rocks, L, U, touch torch, R, drop spider and frogs legs on cauldron, L, D, R, R, R, get shovel, touch torch, D, get eye.

R, down hole, Lx4, U, R, drop eye on cauldron, Ux2, D, L, get telescope, drop password, L, stand on rock, jump right, get key card. R, U, use telescope, D, R, get password, Rx4, D, R, U, R, Ux4, L, L, D, R, get face, L, L. Use shovel, D, L, use password, D, R, R, D, R, U, R, Ux4, L, L, D, L, D, R. Use key card by pillar, get face, R, get stone, Lx4, get face, R, D, R, D, R, U, R, U, U, U, U, R, stand next to flag, drop stone, stand on rocket, U1, D, jump left, get face, D, L, L, D, L, D, L, D, R, R, D, D, R, U, get face... and you have finished Murray Mouse Supercop!

CUCKOO WORLD Bonus 1 - U, L, D, L, R, U, R, D Bonus 2 - D, L, R, D, R, L, D, R, D, R, U Bonus 3 - U, L, R, D, L, D, R, D, L, R, U, L Bonus 4 - D, R, L, D, R, U, L, D, U, R, U, L, R, U Bonus 5 - U, L, D, L, D, R, L, U, R



ZAK'S DUNGEON Bonus 1 - R, U, R, U, L, U, R, D, L Bonus 2 - U, R, D, L, U, R, U, R Bonus 3 - R, U, R, D, R, U, R, D, L, U Bonus 4 - U, L, D, R, D, U, R Bonus 5 - R, U, L, R, U, R, U, L, U, R, D, L

And Nathan says he found this all very easy. So there! We don't believe you.

So that's it for another month. Just because it's high summer, don't spend all your time on the beach or out in the garden. It's bound to rain soon, so get behind your faithful Spectrums and send all your your tips to hacking Hannah at:

Hannah Smith's Playing Tips: SU, Priory Court, 30 -32 Farringdon Lane, London, EC1R 3AU.

Thankyou. Ends.

HACKING SQUAD

SPECMAN

128K SAM/SPEC

Dear Specman, I own a SAM Coupe and was wondering if it is possible to get 128K programs that were made for 128K Speccys running on it instead of the 48K progs I'm limited to at the moment.

C. Reed, Abington

Thinking about it, and I'll bet this is going to put the the cat among the pidgeons, it is possible to do this but the games will need a re-write of their top code. The Coupe pages in banks from 32786 to 65535 whereas the Spectrum does so in banks from 49152 to 65535. So what would you have to do for the Coupe? Well, because it is arranged such that bank 3 5 7 9 etc. always fall at 32768 you will have to put a copy of the code from 32768 to 49151 in each of those banks. Then copy the normal 128K ROM banks onto 2 4 6 8, if you catch my drift. It's a bit techie so don't try it without knowing at least something about the workings of your machine but if it's any consolation I got it to work for a 128K game on my Coupe. Though it took me two days to convert it!

WHAT'S THIS THEN?

I've heard the terms MONITOR and DISASSEMBLER being bandied about recently. I wish to buy a machine code package and learn to program, what's the best way to go about it?

Robert Savoury, New Zealand.

The differences between a disassembler and a monitor are quite vast. A disassembler simply turns the instructions that the Z80 understands into something us humans can comprehend and prints it on screen. Because Z80 code is so picky it doesn't give you an error message when it crashes, just a screen full of garbage, unlike basic. This is where a monitor comes into the equation. It allows you to take each instruction one step at a time (called single stepping) and run them from within the monitor. Thus you are, at all times, in control.

The user is able to watch what is going on and avoid crashes, but this process is very, very slow. The best ever assembler and monitor program ever written for the Spectrum, in my humble opinion, was Laser Genius by Ocean. If you can get your hands on that program, then good luck, you're in good hands. As for programming - watch this page for some hints on the Z80 in the future.

It's Specman again and he's in much better humour this month, mainly because people have stopped writing in to him asking what a poke is. This iss. he's sorting out the difference between an assembler and a monitor, in response to a question from, of all places, NEW ZEALAND. He also covers the basics of machine code, which he will continue with in more detail at a later date, and there's some very interesting info on the SAM.....



THE RIGHT CODE

Specman, I've just started to use machine code for the first time and I'm having a problem scanning the keyboard for the letter 'C'to clear the screen. Any help on this subject would be appreciated.

D. Layton, Coventry

No problemo! First here's the key scan in assembly with plain English at the side, so you can understand what's happening.

```
KEY:      CALL 028E       ; Call Speccy ROM scan
          CALL 031E       ; OK I'll call, but what do you want called?
          CP "C"          ; I'm looking for "C"
          JP Z,CFOUND     ; It is 'C' so off I go
          JR KEY          ; No it's not, keep on scanning
CFOUND:   LD HL,£4000     ; Point hl register to the screen
          LD DE,£4001     ; Point de to next position
          LD BC,£1800     ; The screen is £1800 bytes big
          LD (HL),0       ; Put 0 into the first byte
          LDIR            ; Fill all £1800 with 0
          LD (HL),7       ; Fill attributes with ink 7 Paper 0
          LD BC,£300      ; There's £300 of 'em
          LDIR            ; Poke all of 'em
          RET             ; Routine over, return to Basic.
```

Right that should have got some of you going out there! Now for those who don't really have a clue what I'm talking about here's the BASIC equivalent:

```
10 INPUT INKEY$
20 If INKEY$ <>"C" Then GOTO 10
30 FOR A = 16384 TO 22528: POKE A,0:NEXT A
40 FOR A = 22528 TO 23295: POKE A,7:NEXT A
50 STOP
```

I hope the SAM tip was useful, I get the feeling it could start opening the flood gates on SAM Techie questions. But send 'em all in, I'll try to answer 'em.

That's it for this month, keep those letters coming in... remember, no matter how techie your problem is, SPECMAN is on hand to solve it.

HIT ★ PACK NUMBER TWO

Zeppelin's second Hit Pack (No.2) allows you to drive without a licence (yippee!), gamble without losing any dosh (yum, yum), play darts without getting kicked out of the pub (hurrah!) and sabotage everything in sight with a big gun space ship (way out dude!) and all without getting into trouble with your mum!

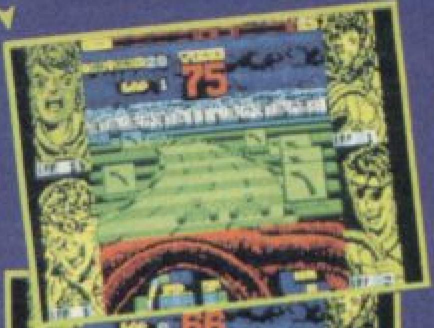


Get that Go Kart going dude!



Things are getting a bit bendy!

Step into that legalised driving seat with Pro-GO Kart Simulator... guaranteed to drive you around the bend. This game is so ozone friendly that its graphics are almost totally green. Although this is an admirable idea it makes them sore on the eyes and doesn't really help gameplay. A total of five competitors (four computer and one human) battle it out in this fast, tough game. With three tracks to choose from and four bikini clad beauties leading you into the action Go Kart Sim will have you furiously wiggling your gear stick for all ninety nine seconds of each race. Face obstacles such as straw bales and lap boards (eh?) and keep your eyes on the road. It's a good job I eat lots of biscuits 'cos you need to be a bit of a jammy dodger to get around this course!





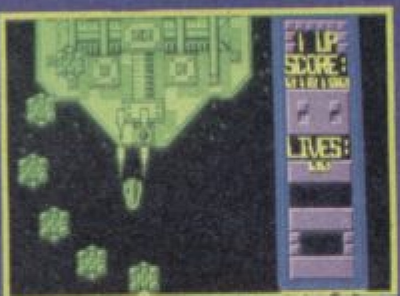
Ed Lawrence



I agree with Jason. Unfortunately Sabotage, a potentially good formula blast 'em up, doesn't quite make it and Casino wears off very, very quickly. However, because the pack doesn't have any particular theme it has plenty of variety which does contribute to a moderately high level of lastability.

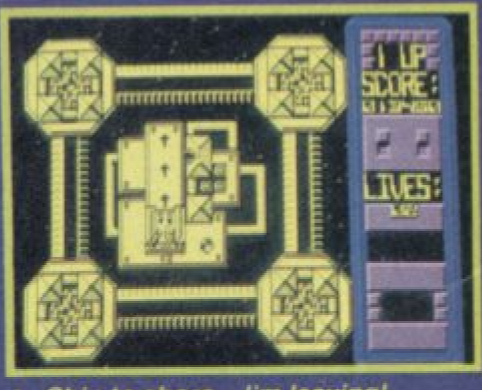
Sabotage is a vertically scrolling shoot 'em up. Warm up by destroying dangerous asteroid formations and then partake in some real action as you engage in combat with some very feeble and many more extremely tough enemy spacecraft before finally reaching frightening bubble of doom spitting end of level guardians.





After this long trip your spacecraft will automatically land and you'll emerge as a space infantryman who has to frolic around a maze and collect all the bubbles in the corridors of confusion while trying to avoid the flocks of dangerous birds which fall throughout the maze, out to destroy your spaceman. Bash me on the head with a can of baked beans if I know why space is filled with mazes, bubbles and birds but you need to complete this section to get onto the next level.

Sabotage has reasonable graphics but is a little slow and definitely needs a autofire joystick to achieve it's maximum potential.



Ship to shore... I'm leaving!

scores

OVERALL 75%

Jason Baptiste

What can I say except that Pro GO-Kart and Jocky Wilson were the most enjoyable games on the pack. The only negative thing about these games is that the graphics were not up to standard and lacked definition and colour variation.

If you have the stomach for it Jocky Wilson's Darts will amuse you for hours on end with three different dart games games for your delectation. First off there's a tournament game, where you engage in match play against a series of Darts Champions from around the world as well as good old Jocky himself. The next, a head to head involves two players who come face to face in a grudge match and, last of all, there's a 'round the clock' game where each number on the board from one to twenty has to be hit as quickly as possible within a set time limit to achieve a high score. There is also a handy help option to assist newcomers which tells you were to throw your dart next.

Graphics are reasonable and sometimes look realistic but more colour could have been splashed out on the dart board. The odd floating dart control procedure takes some time to get used to and is best done with a joystick.















GAME: Hit Pack No.2

LABEL: Zeppelin 4X4 MEMORY: 48K/128K TAPE£3.99

Take a gamble and play Las Vegas Casino, a game were the stakes can be high or low, but who cares, you won't lose anything unless you get hooked and take up the real thing! Las Vegas Casino gives you the option to play 4 brill gambling games.

In Blackjack two cards are dealt to both you and your opponent then it's up to you to gamble by 'hitting' for another card or 'standing' with what you have. Craps involves throwing two dice and making one of seven types of bet. In Baccarat you bet on the player or dealer (and sit back and let things happen) then, finally, there's Roulette (Big Al's favourite) where you have to select the odds and spin the wheel, betting on which number it will land on when it stops.

Each game gives £250 as stake money and the main aim is to gamble this money and raise it to £50,000. Graphics are not so good and the overall game is certainly not user friendly to any newcomer.

Overall this pack can be a bit of a gamble too. The darts sim is good and the others are all mediocre. Nevertheless it has good variety for a £3.99 compilation so if you like the look of it then don't let me hold you back.







▲ *Would you trust this man with your money?*

tell it to AL

DOUG HIS OWN GRAVE

Al, When I just had a disk drive the games were, well we'll just say they weren't totally utterly brilliant. When I was playing "Ned's Garden" (rubbish) my T.V started to smoke probably because I was playing crummy games. So I had to get a tape recorder (and I mean old) so that I could play tape games. So I got brill games like C.J.2, Dizzy etc. But a few weeks ago none of my games (sniffle)



worked except Magicland Dizzy. So when I borrowed Treasure Island Dizzy it worked! So I think my computer will only except good games so unless you send me "Dizzy's Excellent Adventure" you'll have a T.V blowing up in my face. Not good for your reputation is it en? Not good!

Dougie Harris. Inverness Shire

Mr. D. Harris, a word of advice if you please. TRY WRITING TO SUCK UP FOR SOFTWARE IF YOU WANT TO BLAG A GAME!

AFRICAN QUESTION?

Dear Alan, I have got a Spectrum 48K and have some questions that have been on my mind recently:

1. Can a Spectrum computer obtain a virus like an IBM PC compatible computer?
2. I have got LOGO at home. Are there other languages on Spectrum computers such as Pascal, Fortran, etc?

One last request: I am looking for a special part that goes under the rubber keys of the spectrum 48k. It has two ribbons that slot into the PC board. (I think it is called "membranous".) Is it possible for me to obtain one from you? Just send me the price and I will see to the rest?

Sven, South Africa

Sven, (1) No, it's not really possible to get viruses on tape operated Spectrums, ie. all types up to +2. It is feasable to have a virus on a +3 because of it's disk drive though, which is how viruses are transferred between IBM compatibles. (2) Yes, Fortan and Pascal are both available for the Spectrum, though they are a little unusual these days. And finally I'm not sure where you're likely to get a Spectrum keyboard membrane in South Africa, however the mail order repair companies advertising in the SUPERMART section of this magazine should be able to help.

HYDRA WHAT?

Dear Alan, I've only missed one of your top magazines in the many years I have been buying them. That was an August/September issue that contained the password for Hydrofool. Please could you tell me the password? If this letter does not get printed please will you still send me the password?

P.S. My sister fancies you !

John Graddock, Manchester

John, the password for Hydrafool was printed along with all the other passwords last month. However just for your sister's sake here it is again: DEVIL. Check out Hannah's Hacking squad pages too, you may find a helpful hint or two for the game!

DOOMDARK'S RETURN

Alan, Back in the early eighties, I was a Spectrum addict. I used to program a lot on it and, of course, play loads of games. My all time favourite was Lords of Midnight and its sequel Doomdark's Revenge. After a few years, the Spectrum became too limited, and as I worked for a computer dealer, I bought myself a professional system and sold my Spectrum (I know, I know, silly me).

Imagine my surprise when a few weeks ago my little brother came home with a ZX Spectrum 48K he bought from a friend. I got an instant flashback and longed for the time I used to play Lords of Midnight, night after night - still the best game I've ever played.

So here's the request I'd like you to print, Alan: Is there anybody out there who owns the originals of Lords of Midnight or Doomdark's Revenge? I would like to buy both for my little brother (and myself) and am willing to pay a very royal price.

Please write to the address below stating how much and the way you would like to be paid (cash, cheque or something else) and I will reply immediately.

Geert Romain, Leuven, Belgium

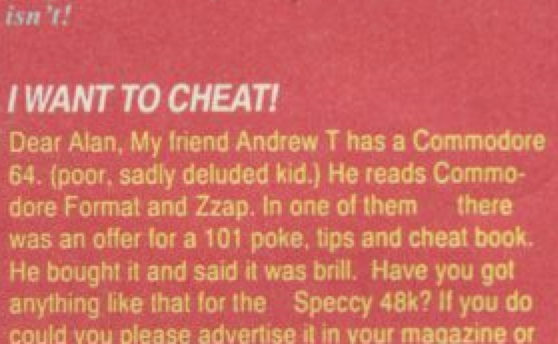
Geert, what an incredible coincidence! We published both of these games on the Great 8 recently, in March and April of this year. Don't let anyone rip you off by selling you overpriced software, just keep getting SU from now on and you'll get the best cover mounted Spectrum stuff available, along with full information on all the most dazzling new releases on the market. Who said Belgium is boring?... not with SU around it isn't!

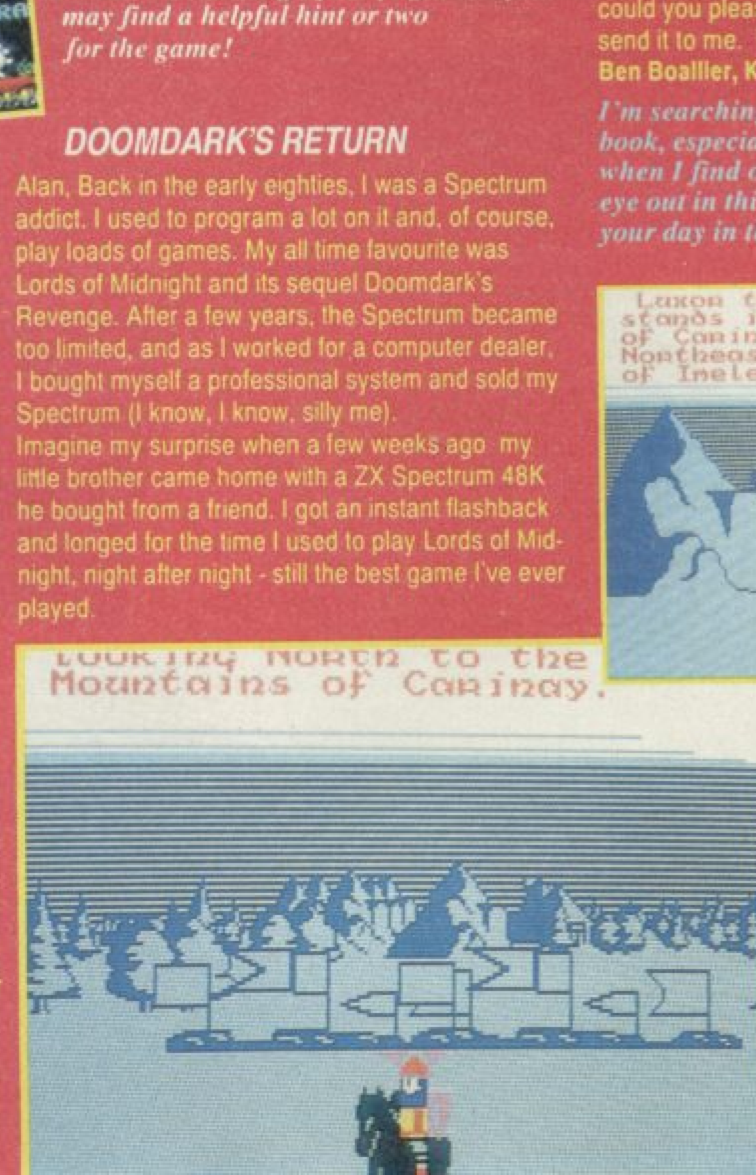
I WANT TO CHEAT!

Dear Alan, My friend Andrew T has a Commodore 64. (poor, sadly deluded kid.) He reads Commodore Format and Zzap. In one of them there was an offer for a 101 poke, tips and cheat book. He bought it and said it was brill. Have you got anything like that for the Speccy 48k? If you do could you please advertise it in your magazine or send it to me. Thank you.

Ben Boallier, Kent

I'm searching for a commercially available book, especially for you so I'll let you know when I find one. In the meantime keep an eye out in this very mag, we might just make your day in the near future.















PD POWER

I would like to tell you and your readers about a new Spectrum PD service - 'Prism PD'. We have well over 200 titles ranging from utilities, games, pokes and clip art to posters of many games. Also on offer is desk top publishing, digitizing and shareware - in short, the most complete Spectrum service around for miles! Of course we need all your budding programmers to send in their work, for which there are cash prizes. Any programs that are of commercial standard will be advertised as shareware and earn its author some money.
Anyone wanting details should send a SAE to:
Prism PD 13 Rodney Close, Bilton, Rugby CV22 7HJ
Since software houses are reluctant to produce new titles on the same scale as in previous years, I will be writing to them to say that a creation of a PD scene for the Spectrum (as with 16 bit machines as well as shareware), will generate new interest and will lead to new demands for commercial titles. If the people want it, then software houses have to listen!
Martyn Sherwood.

Good show, I'm always pleased to see more public domain and shareware out there, it means the Speccy's thriving. Remember though, readers, DON'T SEND ANY MONEY until you know what you are getting first. Always ask for as much information about the product first and make sure it is of high quality. Most small companies are very reliable and helpful but some of them go out of business due to over or under demand or simply bad management. Just be wary and everything should go smoothly. Best of luck to Prism PD though, we look forward to seeing some of your stuff.

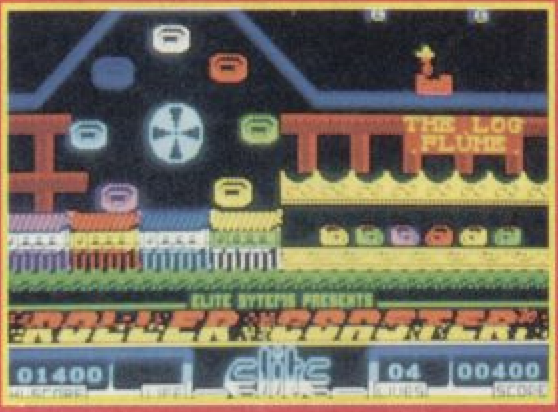
CUE 'C' FOR DIZZY

Alan, a few months ago I decided to buy, "Dizzy's Excellent Adventure," seeing as I'm a big fan of Dizzy. When I got it home, I found that as usual after a while of puzzling over one of his adventures, "Spellbound Dizzy" I got stuck and decided to give up for the day. I pressed the reset button on my computer and usual I only pressed it lightly. I then suddenly got a big list of all the speech in the game, and as I flicked through with the enter button I found the following cheat mode:
C - cheat mode ZXKM - Move L - Lives R - Rescue 7 V - Screen shot AS - Inventory P - 5 stars 1 - PDS(Don't know what it stands for)
The only problem is that I can't find how to enter it. I've tried pressing C loads of times in different places but it doesn't seem to work. Please help, it's very frustrating! Belonging to the best magazine in computer history, I hope you can put me out of my misery... maybe even help me a bit with "Prince of the Yolkfolk", too!
Jaye Poulter, Lancs

Jaye, it sounds as though you've definitely accessed a cheat mode on Spellbound, I've spoken to Specman about it and he's promised to look into the matter and include something in his column or on Pokemania next month. Interesting where a little experimentation will get you eh?

ROLLIN' ROLLIN' ROLLIN'

Dear Big Al', Sorry to trouble you, but I seem to have a small problem. I recently bought this month's edition of Sinclair User. After loading some of the games on the Great 8 I then went into Pokemania, imagine my surprise when, lo and behold, I discovered a poke for Rollercoaster, my fave game. I loaded the poke, and then my problems began. Upon loading Rollercoaster itself I discovered that it would only load half way and nothing else would happen. The game loads as usual without the POKE. so I'm beginning to think that either the POKE doesn't work or my little old



Speccy is feeling poorly. I must stress that my copy of Rollercoaster isn't the prizegame version but an original. What do you suggest as I'm getting slightly frustrated. Please print this letter as I'm wondering if any other Spectrum owners are having the same problem.
PS. Keep up the good work on the world's greatest Speccy Mag.
Tony Crowther, Skipton N. Yorks

Tony, thanks for the complement. This sounds very odd altogether as Graham 'Specman' Mason assures me that the POKE works perfectly. The best thing I can recommend is that you load up the Prize Game version of Rollercoaster using the password "WINDOW" and try the load-in POKE on that. If the game is loading correctly by itself I really don't think there's anything wrong with your beloved Spectrum, so don't worry. Do other load-in POKEs work? Take it easy dude! Let us know how it goes.

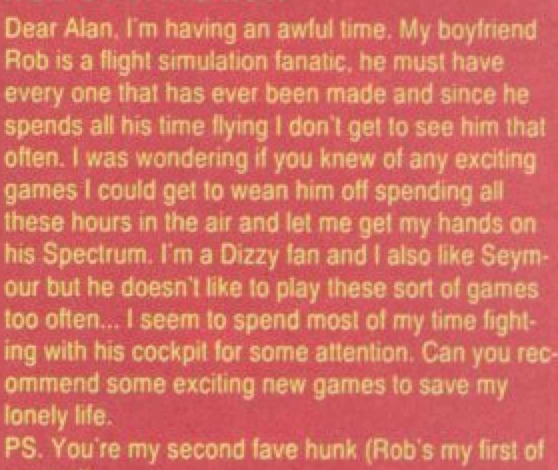
NOTHING TO DO WITH BOB GELDOF

I get Sinclair User every month and enjoy your magazine very much. My problem is with Rainbow Islands. In the instructions it says there is a secret room on each island but as yet I cannot gain access to any of them. I have been playing the game for months with no luck what so ever. Could you please help me solve this problem and any tips for Rainbow Island would be appreciated.
Paul Yates, Ruthin

Check out this month's Hacking Squad, I think you'll find the section on Rainbow Islands, there in answer to another reader's request, very useful. If you need anything else, and I mean ANYTHING, then just write to the gorgeous Hannah Smith at the Hacking Squad/Playing Tips Address. Enjoy the Rainbow. No relation of Paula are you?

ROB'S FLYING LOW

Dear Alan, I'm having an awful time. My boyfriend Rob is a flight simulation fanatic, he must have every one that has ever been made and since he spends all his time flying I don't get to see him that often. I was wondering if you knew of any exciting games I could get to wean him off spending all these hours in the air and let me get my hands on his Spectrum. I'm a Dizzy fan and I also like Seymour but he doesn't like to play these sort of games too often... I seem to spend most of my time fighting with his cockpit for some attention. Can you recommend some exciting new games to save my lonely life.
PS. You're my second fave hunk (Rob's my first of course!)
Sally Ronald, Islington, North London.



Well Sally, it does seem as though you have a bit of a problem and I'm not sure that telling you about all the latest action games like Addams Family and Space Crusade will help at all. What you need to do is take him on holiday to, lets say, Spain for a week or two and get a cleaner in to (completely by mistake) lose all his flight sims. Then you can start trying to wean him onto Seymour and get him Dizzy.

Dizzy Down The Rapids

Are you feeling under the weather and haven't had a laugh in yonks? Is your head is in a dizzy spell and seeking an adventurous game. Well look no further, this game is a right barrel of laughs!

Yes indeed, Dizzy down the rapids is a game which will put egg on your face if you're not a bit of a dab hand at steering barrels over waterfalls. Two players can play the game simultaneously, one controlling Dizzy himself and the other controlling his ubiquitous sidekick and long time beau Daisy.

The story all started in an enchanted forest while the two young eggs were picking blueberries. They were having such a good time they didn't notice that they were drifting further and further into the forest when suddenly, in its depths, they were confronted by their old adversary Rockwart the troll and a gang of ferocious looking henchtrolls. To escape these evil enemies Dizzy and Daisy run to the river, jump into two barrels and shoot off down the rapids.

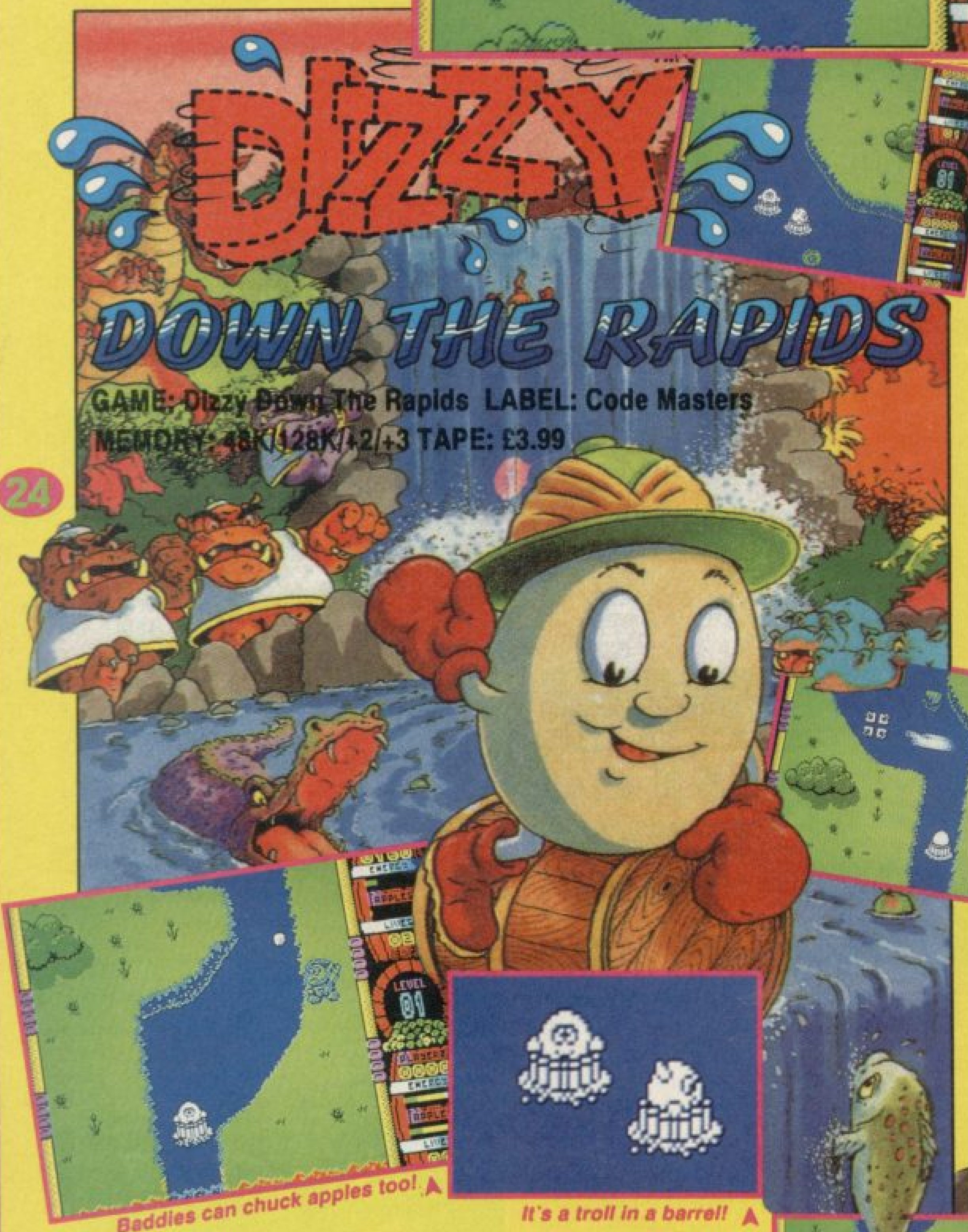
You'll certainly crack some shells in Dizzy Down The Rapids as you control your individual egg in a barrel, trying desperately to avoid collisions with rocks and islands and vicious animals. There's is no wine in this barrel, just a limited supply of apples which Dizzy and Daisy use to defend themselves. Face crazy crocodiles, barmy butterflies and terrifying trolls all of whom will try to sink your barrel and boil your egg. On the river bank there are also people throwing apples in an attempt to halt your characters as they ride through waterfalls and frantically negotiate the rapids.

There's only a limited amount of apples so use them carefully or you'll quickly find your self unarmed. However Dizzy may collect extra apples by shooting crocs and other creatures who leave behind a supply of fruit. There are also bonus points hidden on green rocks in the middle if the stream. But watch out, you can lose a lot of energy points by doing this as the barrel might take the wrong direction on the stream and you'll have to work your way into the centre again.

When your energy has been completely depleted you will lose a life but luckily Dizzy has four in store so the game doesn't finish too quickly.

Graphics are clear and colourful and the game handles well but it could have been made a bit more adventurous by having many different enemies and more varied landscapes as you travel down stream. To sum it up in an egg shell Dizzy down the rapids is a very simple game con cept, reminiscent of Toobin' that is moderately enjoyable but won't retain your interest for long.





GAME: Dizzy Down The Rapids **LABEL:** Code Masters
MEMORY: 48K/128K/+2/+3 **TAPE:** £3.99

Baddies can chuck apples too! ▲

It's a troll in a barrel! ▲





▲ Dizzy goes over a waterfall, not too much danger though.

scores

GRAPHICS	78
SOUND	65
PLAYABILITY	70
LASTABILITY	65

OVERALL 67%
Jason Baptiste

Dizzy Down The Rapids was not really my kind of game... it's just a little too boring. Although you have to shoot everything in sight there's no real competition to speak of and although it looks moderately good it's rather slow and hasn't much lastability.

Ed



The most annoying thing about Dizzy Down The Rapids is the limitations of its two player mode, you keep having to wait for the other player to catch up - what a bummer. That said it's not a bad game for really young Dizzy fans but anyone else will quickly tire of it.

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I'M IN HEAVEN

Yo suck up! You've gotta save me, you've gotta help. After you said "No" to giving software to me, my mum and sister killed me. Now I'm in heaven playing my harp, and my golden speccy. God, who is one cool dude, (he likes computer games especially Speccy ones), wants a present from everyone. You see, it's his birthday. Just another 100,000 years added on, I think (no ones quite sure actually).
Now, I think he wants some software from me, so could you, Alan the great, (I can't call you God, because basically I'd break one of the ten commandments!) Supply me with a game like Bart Simpson, or maybe Terminator 2. (I know he would love 3D construction kit too). If I don't get him a present I'll become a demon or summink, and I'll go to hell. Please, someone, gimme the games !
Daniel Funnell, Cloud Nine, Heaven, Essex.

- *What a stinking lie Daniel! Heaven is not in Essex, it is in fact far far above our heads in a land we all know and dream about and which we aspire to live in when we die after we lead our lives to the best of our abilities and avoid making God angry. Keeping God happy includes going to Church regularly, listening to Jehovah's Witnesses for as long as they want to talk for and generally being a good and generous person. On that last note I'm afraid I'm about to fall out of favour with the cool one 'cos I'm going to ignore your blasphemous pleas and send you a big fat load of nothing in the post. However if you manage to miraculously resurrect yourself and write us a decent letter for a change you might just find some software winging its way to you in the near future.*

HA HA

Yo! Alan, Please give me SMASH T.V. I'm sorry but I can't think of a good reason why you should give me any software. But just give it to me for a laugh, ha, ha.
Jack Hutley, Shropshire

- *NO, ha, ha.*

BAD GAME BLUES

Hi Man! My name is Stuart Ryall, I read SU every month and sometimes, just sometimes I read Crash. I think they are both good magazines but of course SU comes out on top.
Any way on with the letter, you see SU do really brill previews and reviews, the only problem is that new game prices are too high!!!! I remember the days when you could get a good game for two pounds! I have quite a good collection of games in my bedroom, the only problem is they are all rub-



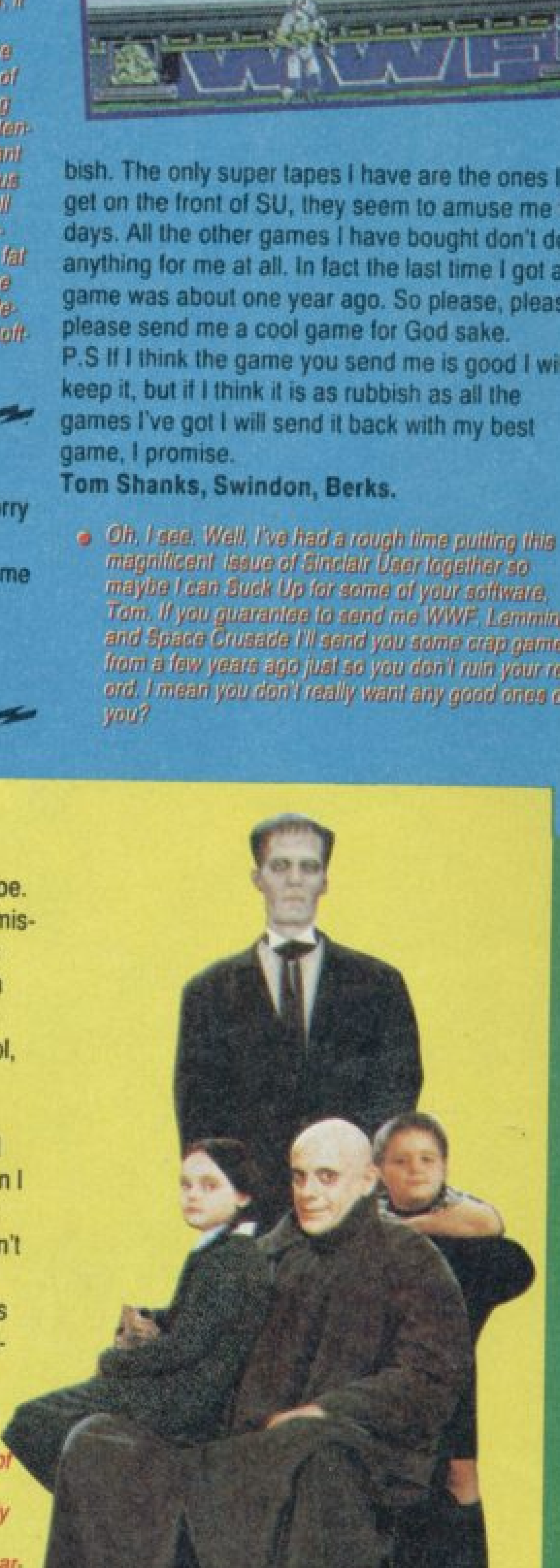
bish. The only super tapes I have are the ones I get on the front of SU, they seem to amuse me for days. All the other games I have bought don't do anything for me at all. In fact the last time I got a game was about one year ago. So please, please, please send me a cool game for God sake.
P.S If I think the game you send me is good I will keep it, but if I think it is as rubbish as all the games I've got I will send it back with my best game, I promise.
Tom Shanks, Swindon, Berks.

- *Oh, I see. Well, I've had a rough time putting this magnificent issue of Sinclair User together so maybe I can Suck Up for some of your software, Tom. If you guarantee to send me WWF, Lemmings and Space Crusade I'll send you some crap games from a few years ago just so you don't ruin your record. I mean you don't really want any good ones do you?*

POTTY BOTTY

Alan, Alan, Alan, please listen to my tale of woe. My younger brother, a real menace and no mistake, actually picked up my copy of The Addams Family and placed it in his POTTY then sat down an crapped on my game. I felt like I was going to lose my temper, but I thought... no keep your cool, I'll get a message through to Alan the SUPER-COOL DUDE and he will help me. Anyway, later my mother washed the now highly toxic tape and eventually managed to clean it up. However when I put it in my super Speccy + 2A what do you think happened, or rather didn't happen? Noooo, it didn't work. I had just bought it from John Menzies in Dunfermline and it cost me £11.99 plus a 28p bus trip. Please can you help me by giving me the Addams Family on tape.
Derek Waller, Scotland

- *This is a real horror story. I can think of a number of games that deserve to be pooped on but Addams family is definitely not one of them. However I really think you should talk to your mum about this problem. You see, SU may be responsible for the appearance of UFO's, space alien warriors and talking frogs etc. But we certainly didn't have anything to do with the appearance of your little brother on this planet. That's solely your parent's responsibility.*



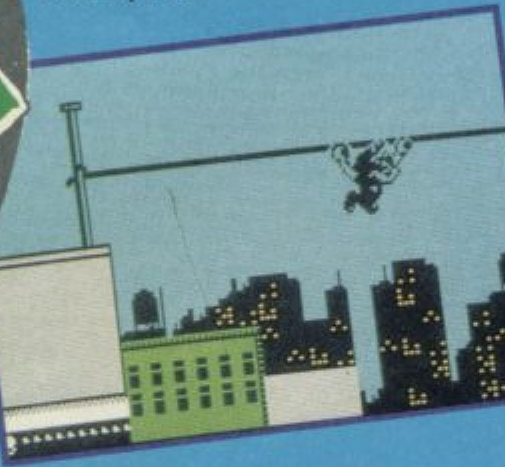
TOILET HUMOR

Dear Suckup, I am writing to you from the toilet as you are my last hope. The reason I'm writing to you from the toilet is that last X-mas I was so pleased to finally get my +2. Let me introduce him, his name is Harold. At that stage he was just pleased to have a couple of budget games so me and my Harold were best of friends... Until a few months later that is. Harold has recently started to turn on me and come up with loading errors.
When I asked him what was wrong he told me "I want new games". I told him that I was sorry but I've got no money to buy new games. The next day Harold was gone and I was alone with no Spectrum. Then suddenly, when I least expected it, Harold jumped out from no-where in full combat gear and grabbed my throat. I just managed to run to the toilet and lock myself in time. Harold is still outside the door, so please, please send me some games or Harold will kill me.
M. Stewart, Scotland

- *Sounds a bit like SU's tape supremo, Uncle Harold. If we don't send him games regularly he gets very irate indeed. What we'd really like to know is how you managed to post this letter from your toilet? I know Royal Mail are striving to improve their service but loo collections are just a little ridiculous. Let SU know how you managed to do this and we'll consider sending you some software.*

NEVER TRUST YER GIRLFRIEND WITH YER BEST GAME!

You wouldn't believe it! I've just been dumped by my girlfriend and she disappeared with my fab copy of Hudson Hawk. I contacted the police, but as usual they had no clues. I only get ten pence a week and so it would be extremely hard



for me to buy a new copy. As you are such a groovy guy, I was hoping you could send me another copy of Hudson Hawk. Please, please, please save me from the pain of the loss of my favourite Speccy game. Suck, suck, SU is cool!
Michael Davis, Dunlaoire, Ireland

- *Mike, I'm afraid I won't be able to help you. But I know a man who can. Try writing to Mr. Sherlock Holmes, 221B Baker Street, London NW1. He's usually able to help when the police can't figure things out.*

MR. SAD

Dear SU, I need your help. My brother Gary won't let me use our telly because he wants to watch KYLIE MINOGUE all the time. My poor Speccy +2 sits cold in the corner almost every day plus we all have to listen to KYLIE everyday. It's murder, honestly. One day I got so angry I switched her off so Gary got my Space Crusade tape and stood all over it until it snapped. Please, Mr. Nice Guy, send poor me a new SPACE CRUSADE TAPE. Please, please, please.
Mr. Sad, Mark McGrady, Merseyside



- *Yes indeed Mark, you are a completely sad man. Imagine not wanting to watch Kylie, you must be mad - Steve. Don't listen to Steve Keen and certainly don't listen to your brother! Kylie is about as cool as a brussels sprout stuffed baked potato and I think you deserve a game. However you've got to promise me that you'll take up some sort of violent sport and force your brother to play on your Spectrum too. All this Kylie Minogue business is just a passing phase and it's your duty to sort him out before he becomes a hopeless cause like Steve - Big Al'.*

MORE SPECTRUM BLUES

Dear SU, modest, macho, brainy, overall best magazine and editor in the world. I own a Spectrum +3 and have two boxes full of SU magazines with the old logo which I used to collect until my friends started to get STs and Amigas. I started to save up for one but I didn't have enough money so I gave up and started to use a Spectrum again for writing programs, because he had a Speccy +2. We used to exchange programs at school. One day when I was exchanging a program another boy said "what computer is that for?" When I told him it was the Spectrum, he said they were crap computers.
He then showed me his magazine, the ever so cool CU Amiga, where a couple of good games like Bart Simpson and Lemmings were reviewed and I thought it would be good if I could get them on my Spectrum. "Dream on" said the stupid Amiga boy. From then I thought I had no hope until I spotted another SU magazine which looked very good so I bought it.





Inside, it had tips for Lemmings and talked about the demo tape of Bart Simpson. Wow. So please, please, send me a copy of Bart Simpson and Lemmings or both of your demo tapes of them. Then I can gut that boy!!!!!!
Alister Burrell, Surrey.



- *I hate Amiga owners. They're stuck up, stupid and totally arrogant. Don't they know that some of the best games ever have been written for the Spectrum? Flashy graphics and sound don't make a game, playability is what's important and the Speccy has tons of it. I'll get in touch with our back issues department to you and see if I can get you copies of the Demos. Then you can go out and buy the real games for half the price of the Amiga versions and get as much, if not more, enjoyment out of them.*

GIRLFRIEND GAME

Ian, my brother has been hassling me for the last three weeks to make a game (don't laugh) called Ian's revenge where he wanders around the town trying to get his girlfriend back. (I said don't laugh). I had the advanced OCP art studio plus a mouse but it doesn't work (shock horror) so now I can't do the graphics for it, please, please send me the OCP art studio if you want to save me.
Robert Bowen, Shropshire

- *The game sounds good Rob, unfortunately I can't get hold of the particular art package you're looking for but if you want to see a real stunner check out next month's Great 8. We'll be giving you Audiogenic's Icon Grafix, completely free. It's a mean, kicking, art program. Good luck with the game.*

DAD'S A MEANIE

Oh! SU. Sob, sob, you're my last and only hope. Last month I was grounded for something I did not do. I wanted this great game you see and I had no money so I asked my dad. He said "A computer game? Eh? They're bad for your brain, besides you've got plenty of games already," but I told my dad they were not really good full price ones and he still said "No". So I ran up stairs into my bedroom to cry.

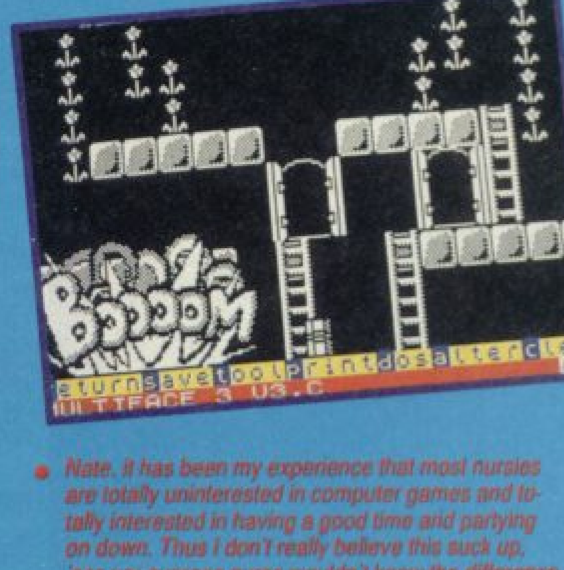


Suddenly in the corner of my eye I spotted a trusty SU magazine, by far the best magazine in the world and the only thing which cheers me up. The great Suck Up For Software page made me go YARRRRRRRHOOO!!!!! So here I am Alan, you and SU are my only hope. Pretty please with cherries on top may I have Pitfighter or Gunship.
Dam Wickramasinghe, Hants

- *Cor', what an old meanie. Your dad obviously doesn't appreciate just how important computer games are these days. Does he want you to grow up a deprived child or what? Tell him from me that he'd better get you some good long games to keep you busy or I'll send you loads and you'll grow up liking SU better than him.*

FIT NURSE FIEND

Dear Alan, Just recently I was riding down the street on my bike and I went into a pothole and fell off. As I did this I smashed my head on the pavement. The next thing I remember, I found myself in hospital and there was a rather fit sister (NURSE not relative!) telling my mum that the only cure for my concussion is Rodland the game. So please, please help a dying man and send me this excellent game.
Nathan Metcaye, Lancs



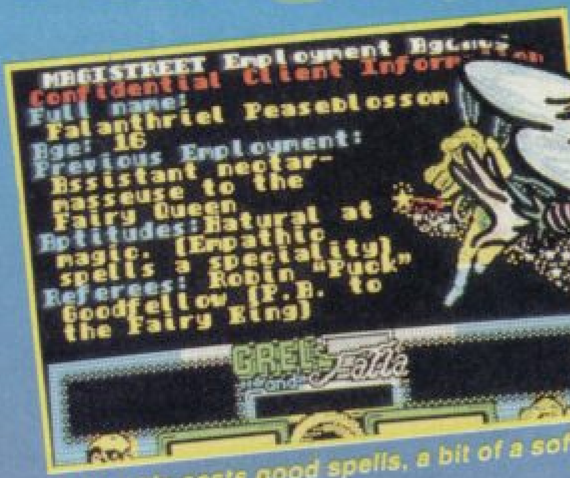
- *Nate, it has been my experience that most nursies are totally uninterested in computer games and totally interested in having a good time and partying on down. Thus I don't really believe this suck up, 'cos yer average nurse wouldn't know the difference between Tam and Rit and the Terminator. However, if you can get your nurse to send me a letter recommending this sort of therapy, along with her photo and phone number then I'll definitely send you Rodland.*

Grell and Fella are garden bound odd-jobbers with a difference, thus we had to get the most experienced muck raker on the Crew to sort them out... Ed Laurence pulled out his little trowel and got digging.

Seeing as one of these characters is a dwarf and the other a fairy you might be forgiven for thinking that their odd-job experience would be restricted to mining or cleaning more dishes than any other washing up liquid, but that is where this duo depart from the norm. Grell and Fella are in fact currently employed as magical gardeners in a fantasy kingdom. Their employer is a benevolent sorcerer who has recently come into a plot of land after kicking an evil witch off the premises and now he wants his garden cleaned up.

Unfortunately, what should have been a couple of days hard digging combined with a few good rain spells has been turned into a full-scale battle by the hordes of evil garden creatures left behind by the witch.

Playing both Grell and Fella it is your job to traverse the platform terraces of the garden, turning evil creatures into friendly ones (by hitting them or shooting them with a variety of stars and fairy dust), whilst simultaneously planting pretty flowers and creepers to make it all look nice.



Fella only casts good spells, a bit of a softy.





Grell can cast offensive spells, and thump the hell out of nasty...

IN THE GARDEN CENTRE...



There are many spells and items of gardening paraphernalia available in the shop where you'll be greeted by what looks like a distant relative of Grell. All the tough guy spells belong to Grell and all the softer ones belong to Fella. This particular garden centre stocks: GROUND SPELLS, which make the ground healthy; CREATURE SPELLS, which affect the good and bad creatures you encounter; POWERUP SPELLS which make you go faster and save you from death and OBJECTS such as plant seed for Grell, traps and dynamite. It even stocks flamethrowers for those difficult moments.

GR AN FEL



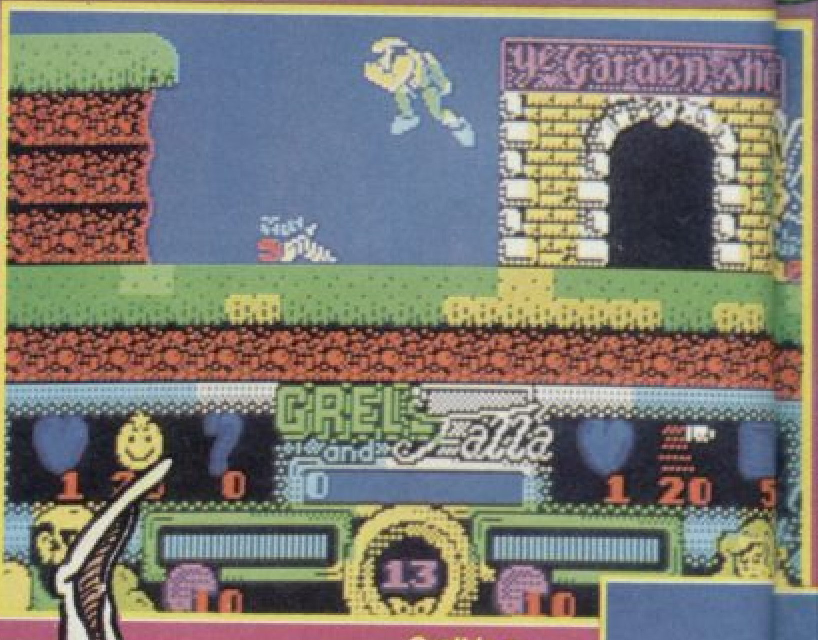


The job is made somewhat easier by both Grell and Fella's intuitive grasp of magic. Grell can only cast offensive spells, although these come in very handy, whilst Fella has a wide magical repertoire at her disposal. Soil quality is improved with Fella's Fairy Dust spell and her deluge incantation is just the job for watering thirsty seeds. Unfortunately, the chums have rather poor memories, and every time they use a spell, they also lose one charge, eventually they forget the spells altogether. More charges can be purchased at the Garden Centre though (conveniently situated at the foot of the garden itself), but our heroes must first earn enough money (in the form of pebbles) to buy them!

Garth



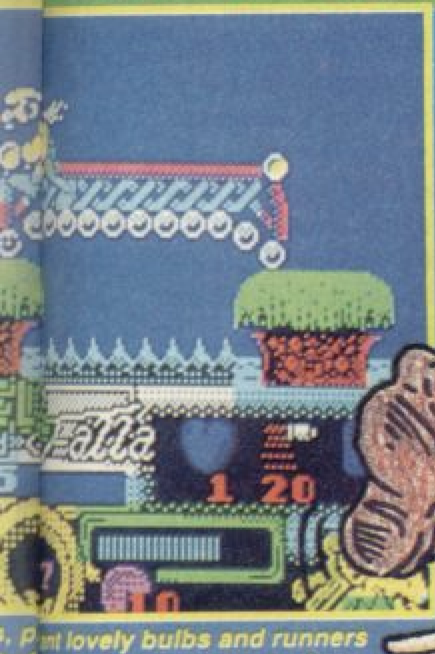
I love the idea behind this game, Ed's right... it must qualify as the world's first gardening simulator. Control is annoying and sprite detection somewhat dodgy but not to the extent that the game is unplayable. Without these problems Grell and Fella could have been a most spectacular title, but even with them I still think it's worth a look.



Grell is a fast mover.







..., Plant lovely bulbs and runners ...ty frogs, rabbits and birds. ▲

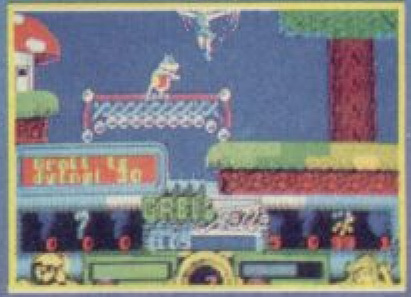
GAME: Grell And Fella
LABEL: CODE MASTERS
MEMORY: 48K/128K
TAPE£3.99

Yes, he's an all round Mr. nice guy! ▼





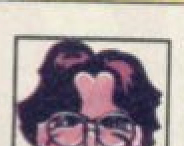
▼ Ohh, she's lovely.



scores

GRAPHICS	78
SOUND	64
PLAYABILITY	72
LASTABILITY	76
OVERALL	73%

Ed Lawrence

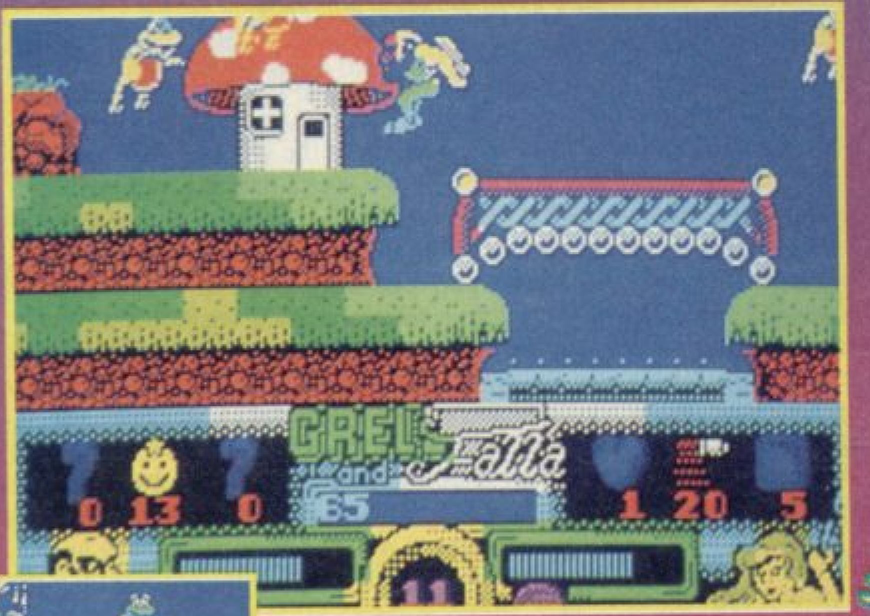


In concept, Grell and Fella sounds great, but in the flesh it can seem to be an ugly beast. On the downside graphics are colourful but a little confusing and control can get frightfully annoying at times. On the plus side the storyline is original and there are lots of things to do and implements to do them with, along with plenty of power-ups and a nice friendly shop keeper. Not really my choice of game but a title that does deserve some notice

ELL ND LA

The object of the game is clear up the entire garden, making all the animals happy and good and leaving the ground a sculptured masterpiece of flowers and vines. Of course, Grell and Fella earn money for this, but exactly how much depends on how quickly and efficiently the job gets done. Earn enough and the pair can retire in peace... botch the job and they are doomed to an eternity of spadework.

Grell and Fella must be the world's first gardening simulator! The plot and game objective are certainly as bizarre as they come, so it's slightly disappointing when the game loads up and you discover it's really just another platform collect 'em up. Nevertheless the graphics are colourful and detailed, though this does result in some colour clash which can make it difficult to see where your character is at times. There is also very little sound to speak of, though what is available is of reasonable quality.











Gameplay definitely needs getting used to, and even then it'll never be completely satisfactory. The main sprites seem to be either glued to the spot or hopping mad with very little control, all over the place. The design and concept of Grell and Fella is entertaining and makes for an interesting game, however difficulties in controlling each character and suspect collision detection - there are times when your shots pass through enemies harmlessly, and others when a killer bunny miles away starts draining your energy slightly mar it.

In theory, Grell and Fella should have been a strategic platformer with lots to do and some teasing puzzles. In practice however it has turned out to be a mite frustrating to play but still an interesting title for the price.

YOU TOO CAN BE A GARDENER !

Photosynthesis: This is the process by which plants convert harmful carbon dioxide into friendly oxygen, helping us all (yes, even YS. readers) to breathe. Green plants utilise light energy from the sun to produce food molecules from carbon dioxide and water.

Perennial plants: A perennial plant is one which lives and propagates for more than two years. Herbacious perrenials have aerial stems and leaves which die each autumn. They survive during the winter by means of an underground storage organ such as a bulb.

Transpiration: The loss of water from a plant by evaporation. Most of the water is lost from the leaves through the pores (known as stomata). Most of the water is lost from the leaves through pores known as stomata whose primary function is to allow gas exchange between the internal plant tissues and the atmosphere.

Thistle: Thistles are a prickly species of plant associated with Scotland but they belong to the same generic family as the cactus. A Runner is not Lindford Christie it is in fact an aerial stem which produces new plants, a type of stolon.

Sorce

Greetings, mortals. I often think that weather forecasting must be one of the most absorbing of all the sciences. Some people stare at seaweed and tell you what's going to happen next year, others peer at the signs of nature (cow poo etc.) and hazard an educated guess about the weather for the next few months, while the BBC has a wealth of radar, satellite and computer equipment at its dispos al as it considers the days ahead.

Fourteen hours ago, a cherry man from the BBC told me that my area of the country would be set upon by boisterous showers, with conditions growing increasingly stormy as the wind whipped up to gale force.

As I look outside, I see a blue sky that carry no trace of a cloud, and wind so still that you could drop a feather and watch it float serenely down to Earth to land immediately below your hand. I do not blame



Witts C

THE SECRET OF LITTLE HODCOME

(more objects and their uses):

Slide the slab to reveal steps down, the sound of the rat scratching indicates the way back from the dark alcove (push the wall), fill the phial with Holy Water and throw it at the winged guardian, move the grandfather clock to reveal a secret passage and push north to get back.

Wear the cross as a talisman, touch the altar to open a panel and reveal a book, open the book and read it for information on defeating Xanos, examine the grave while carrying the mistletoe and dig to find a rib, use the rib to pierce the heart of Xanos but note that it must be done at the right location. Pull the panel to find a pouch containing a gold key, the gold key unlocks the chest, the jar contains the preserved heart of Xanos, and you must pierce the heart with the rib and throw it down the well to finish the game - you can ignore the cabbage, the pine cone, the herbs, and the pistol.

ESCAPE FROM PULSAR 7

(more objects and their uses):

Examine the floor by the console to find a small metal ring then pull it up with the hook. Wear the space suit when leaving the ship, examine the ceiling above the bunk in the wreckage to find the metal grille then simply remove the grille. The specimen cage is a red herring (why are they called red, I wonder?). Go to the huge crate to find the square block which you can use on the lathe. Examine the ceiling above the captain's bunk to find the metal panel and remove it using the screwdriver.

The red button opens the airlock, the shuttle craft is your means of escape. If you go shuttle, the lever opens the bay doors, if you 'pull lever' then you can press the yellow button to finish the game.

STALKER **(more objects and their uses):**

Use the bearskin to mend the hole in the coracle, the oars are needed to row the boat to the islet and club the furry creature to death (boo!). The small book contains the signal code numbers,

the BBC for this (and actually I am rather glad that the weather has turned out as it has), for accurate weather forecasting must be as difficult as playing a new adventure game from Jack Lockerby.

What a link! The old hand has lost none of its cunning! Anyway, Jack Lockerby, who must work 36 hours a day producing adventure games for Spectrum owners the world over (and owners of other computers as well, if truth be known), has come up with yet another title to add to his already impressive collection. This latest game is called The Dark Tower, and costs just £2.50 direct from Jack (all cheques and postal orders to J.A. Lockerby if you please, and the price includes postage within the U.K. - outside of this great land, you'll have to add another pound), who resides at 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL

We're talking Orcs here, because a nasty band of them have raided the Offagha monastery and stolen various priceless items. They then retreated to the safety of The Dark Tower, a building surrounded by various devices which, the Orcs confidently feel, would be sufficient to deter all but the most foolhardy of adventures.

Cue 'Eye Of The Tiger' music and...enter the most foolhardy of adventurers.

Although you are only a mere novice, the Abbot has chosen you to go after the Orcs and restore all the stolen objects to their rightful home. Don't worry, you've only got to battle against 'orrible Orcs, terrible Trolls, loathsome ladybirds (ladybirds?...Play the game and find out!), amongst other horrors.

Jack's games never let us down, so send your money off now, if not sooner.

Moving away from games for a while, the latest issue of the adventure writers' magazine 'Adventure Coder' turned up the other day, Issue number 17, it says here, and if you're at all interested in writing your own adventures then this issue, and the ones to follow, are well worth getting hold of.

The reason for this is that a chap called Stephen Groves has written an article that's so long (it makes War And Peace look like a chewing gum wrapper) that it's going to be featured in future issues of Adventure Coder for many months to come.

The article is all about writing your own adventure game designer (or adventure controller, as Stephen prefers to call it), and the nice thing is that all the routines (machine code, naturally) are written specifically for the Spectrum. Issue 17 is a fairly recent one (at the time of writing), which means that you haven't missed much so far, but it is essential that you get the first issue if you are going to have a clue about what's going on in further installments.

Each issue of Adventure Coder costs £1.25 (including postage and packing), and can be obtained from Chris Hester at 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD.

This series of articles is not the only Spectrum-related material in the magazine (other, existing adventure writing utilities, like GAC and PAW, are frequently covered), and I'd also like to mention a tape-based magazine called Adventure Link, which is favorably reviewed in Adventure Coder. Adventure Link is a magazine that plays like a game (go north for reviews, west for a "wanted" section, and so on), and so you have to explore the magazine just as you would explore a game. It's produced by Doctor Dark (who is probably Alec Carswell in real life, because he wants the cheques and postal orders for a meagre £1.50 - meagre, considering the vast amount of material that you get for your money), and he resides and thrives at Montgomery Avenue, Beith, Ayrshire KA15 1EL.

eress

End

type the distress code on the communications unit for rescue. Examine the carcasses to find a skull, open the skull to find a ruby. Insert the ruby in the orifice in the gate to the dome. Examine the clothing in the changing room to find some money and use it to buy two bottles of beer for Bey ... to be continued.

DAVY JONES LOCKER

(more objects and their uses):

The scale forms a cloak to breathe underwater, the dogfish guard falls in love with the little dog and they swim away together (ahh!). Ride the sea horse over the Sargasso, the triangle forms a powerful magnet and the mechanical sorter will put you on the conveyor belt if you are carrying it. Fire the shell (an unexploded one) from the V-boat gun at the treasure chest. The powerful claws of the lobster can be used to cut cables. Use the tubs as transport to reach the power rooms ... to be continued.

ECLIPSE **(objects and their uses):**

The one pound note is a waste of time, wear the I.D. card to pass the security officer and examine it under ultra violet light if you want to read the number on it. The remote control unit to use the elevator needs constant recharging in the workshop and must be worn (except when recharging), the wood can be used as a wedge to stop the closet door closing. The general briefs you on your mission, the telex tells you your blast-off... to be continued.



Getting you Started

THE HERMITAGE

(from where we left off in part one):

Throw crucifix at woman, exam bed, get map, s, s, untie woman (to Dead End), say to woman "hello" (she thanks you for saving her, and she will show you the way through the dark forest to an enchanted clearing). Follow woman (to clearing), exam. leaves (you find a staff), exam. staff, sw, se, get candle, sw, get tinderbox, e, e, e, give bag (of coins) to man (and you can now cross the bridge).

E, n, n, e, s, e, e, s, e, (lost in Foothills), use map, move boulder with staff, drop staff, drop map, e, in (noises), read Bible, e, drop Bible, exam man, wake man, kill hermit with dagger, exam stone, pull stone (way out), exam hole (you find a book) ... to be continued.

CHALLENGE OF ITHYUS:

(from where we left off in part two):

Say water (or fire), shout, s, (you see a door and a creature), throw stalactite (you kill the creature), n, e, e, n, n, push wall, look, e, cut pipe (with sword), enter hole, look, cut tubes, e, e, examine note, read blue, read red (they tell you what to say at panel), e, (leave panel). N, kill orc, remove coat, wear coat, get mask, wear mask, s, say to panel "the battle orc is ready", look, kill orc, get branch, w, w, w, w, enter hole, look, w, push wall, s, s, w, w, (by fire), light branch, s (back at the door), unlock door, enter door, (oops!... you hear growling), close door, s, s, e (you see an ice demon), throw branch (it melts!) ... to be continued.

Sorceress



JEKYLL & HYDE

(from where we left off in part three):

Close steam, open valve, close valve, r (most important!), open steam, r (press 'r' until the train jumps the gap - across the bridge. If the train goes down the chasm, juggle with the steam until you make it), (when you're finally successful, Jekyll gets off the train and goes into the church and sees Walpole the priest). Talk to Walpole, tell Walpole about Hyde (the power of a prayer! To prove it...) drink liquid (which has no effect and Dr. Jekyll is at long last free of Mr. Hyde!) ... THE END. (P.S. PASSWORD TO EACH PART IS THE LAST WORD OF TEXT IN EACH PREVIOUS PART)

ENERGEM ENIGMA

(from where we left off):

W, u, in, e, examine roots (of tree), fill tin (with tar), d, n, n, n, examine boxes, get magnet, s, s, s, u, w, out, d, e, vault river, drop pole, e, e, s, s, s, s, get cigarettes, s, w, s, e, e, e, e, examine fire, get page, west, follow tracks, examine bushes, repair boat (with tar and page), pull boat (in water), in (boat), n, n, n, n, w, drop magnet (by clock). S, s, e, examine door, un bolt door, open door, in door, give cigarettes (to man, who gives you a chain in return), examine table, get boots, s, w, n, n, n, e, e, fill tin (with water from puddle, which man ages to reveal a trapdoor)... to be continued.

PRIDE OF THE FEDERATION

(from where we left off in part two):

W, nw, sw, drop handle, get metal, examine metal (a magnet), drop metal in box (keep magnet separate from I.D. card to prevent erasure of magnetic strip). Get handle, s, ne, turn nut with handle, e, ne, nw, ne, examine screen (enter your I.D.), ak 5335, touch p, insert card, touch s (card programmed for service droid fuses), get card, touch f, sw, se, e, s, s, e, e, se, insert card, say "get blown fuse". Drop handle in box, get card, wait, wait (droid returns with blown fuse), get fuse, drop fuse in box ... to be continued.

Letters

Sharron Gray, currently residing in Cardiff, writes: I wonder if you could help me with an old game, one called "Tourist Trouble" (produced by ESP software). I've wandered around and gone for a ride on a camel, which takes me to a pyramid, but I can't work out how to enter the pyramid. Is there some sort of magic word that I should be using ? If there is, could you tell me what it is?

* *Answering your questions in reverse order, no, yes. In other words, no... I will not tell you what the magic word is, yes... you should be using one. What you have to do is read the scroll, and say the word that is indicated on it. The scroll itself is a combination of the scroll from the beggar (who can be bribed with food), the parchment (which is just lying around), and the man uscript (go west after getting the robe from the Nomad). From all that, you should be able to find what the word is!*



Andy Fairhurst, who hails from Kettering in Northamptonshire, writes: I am starving to death (hardly my fault, dear boy) in a game called Shipwreck (oh, I see!), and I'm a bit stumped as to what I'm supposed to eat and how I'm supposed to eat it. I'm stuck on this island, you see, and I keep dying of starvation. any ideas?

* *Loads of 'em, What you need to eat, Andy, are bananas, and to get these bananas you have to be very friendly with a native chief. To get him into your confidence, as it were, give him the tie that you were wearing when you were dining in the restaurant at the start of the game, prior to being shipwrecked. Then you can lift him up and he'll knock down a bunch of bananas using the pole that you use to move the slab in the cemetery. Incidentally, we covered this game about three years ago, where were you then, eh?!*

R. Adamson, a Yorkshire lad from Leeds, writes: In 'Borrowed Time', I have got to a certain point in the game but I can go no further. I'm just about to pick up some matches when I get hit over the head and knocked out. When I wake up, I find myself hanging from the wrists. How do I get out? If it helps, I sometimes manage to get the matches, but it never seems to do me any good.

* *You do actually need the matches, so when you come to you should get hold of them if you haven't already done so. Then you need to get the candle, light the match, light the candle, burn the twine, and hey presto! You are free. Mind you, how you manage to do all this when you're hanging by your wrists is beyond me! Let's call it adventurer's prerogative*

Lisa Walsh, writes to us from Richmond (I remember it well, from, ahem, years ago, there was a magnificent castle and some friendly dragons there) near the River Thames in Olde Londone, and says: A quick bit of help, if you can, please (ahh, so polite). In 'Balrog And The Cat' I'm stuck in a cavern and can't get out because of a boulder that's blocking the way. How on Earth do I move it? Quick help!

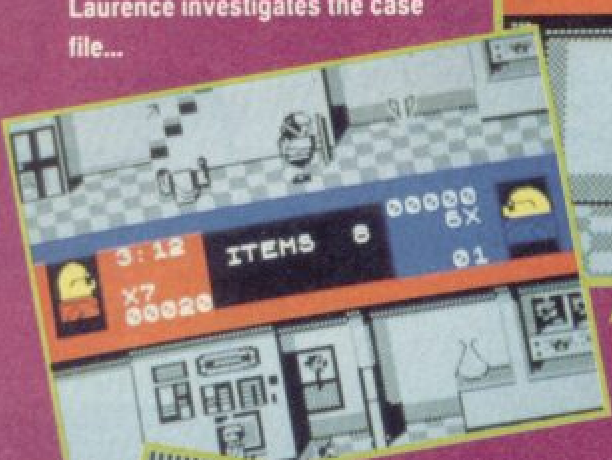
* *Very simple Lisa, go east from the cart. Type "get branch" (which you can't see but it appears in your inventory!), then use branch to lever boulder.*



They got it wrong right from the start. Anyone naming their town 'Badville' was bound to invite a nasty criminal set to their locality and, well, it serves them right. SU's Ed 'The Bill' Laurence investigates the case file...







Hey Mobo, see that vase on the shelf behind the guard? Get it!

GAME: BONANZA BROS
LABEL: US Gold



BONANZ

The good citizens of Badville are breathing a collective sigh of relief. Two of the city's most notorious criminals, the Bonanza Brothers, have taken their final bow and retired. Sadly for the Bros, however, their poor knowledge of investment trusts has lost them most of their dubiously-acquired fortune. Still, the rich people of Badville have never had it so good. Not only have the main threats to their wealth vowed never to steal again, but a top security type has come up with an amazing new security device to keep out any burglars who wish make an attempt at the empty Bonanza throne.

The system consists of a number of android guards, all of whom are equipped with anti-burglar devices and super-sensitive sensors to sniff out intruders. Being a generous sort of chap, the inventor of this system has arranged a free home trial period for six of the highest-risk buildings in Badville, just to show how effective it is.

Instead of playing it safe and hoping none of the buildings are robbed however, Mr X (for it is he) is heading for all-out publicity value. To this end he is tempting the Bonanza Bros out the bed and breakfast which they have set up to support themselves throughout their dotage, with the following deal: The duo are to break in to each of the buildings and steal a specified number of items from each, avoiding the security robots.

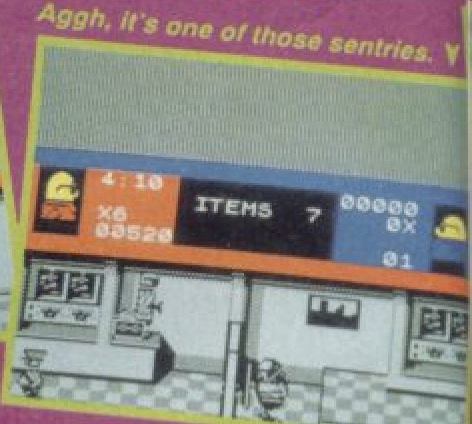
Whatever they steal, they can keep. However, if they are caught they face the consequences. Mr X will deny any knowledge of this deal and the effectiveness of his security will be proven, having caught the two most notorious thieves around.

Unable to resist a challenge like that, and looking to recoup their financial losses and live the high life for the rest of their exist-



Robo knocks out a guard and hides behind the door.

Aggh, it's one of those sentries.



scores

GRAPHICS	87
SOUND	57
PLAYABILITY	73
LASTABILITY	85
OVERALL	86%

Ed Laurence

A potentially excellent licence somewhat spoiled by difficult control. Mobo and Robo are great fun in two player mode which also has the advantage of doubling the duration of play for a single player. Good coin-op conversion.

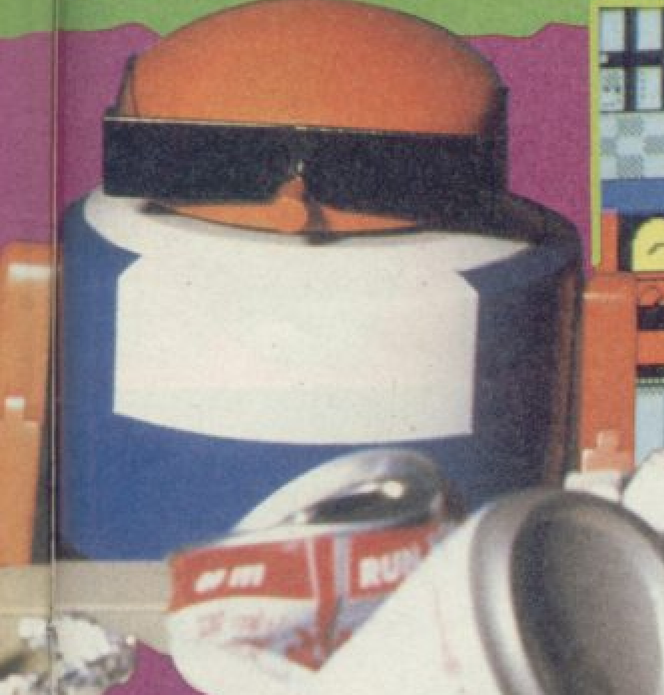
SECURITY MEN

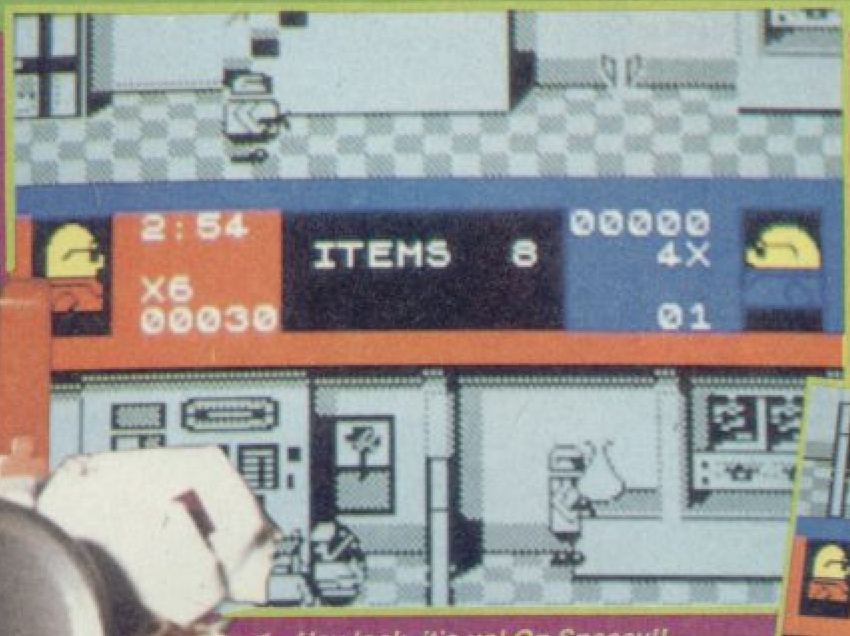
The Brothers will need to know their enemies if they are to succeed in their thieving endeavours. So here, for prospective tea leaves is a rundown of the robot defences.

SENTRY These sharp-eyed fellows patrol the corridors with their coshes waiting for tube-shaped intruders to pass by, before hitting them violently over the head. They're generally pretty stupid, though and quite easily avoided.

WHISTLE-BLOWER Much the same as Sentries, these chaps are in possession of fearsome whistles which they use to summon aid in the form of extra guards. Luckily, they have a habit of falling asleep allowing dainty crims to sneak past.

ARMOURED SENTRY These fearsome security types are clad in armour and have stun-gun-stopping shields to protect themselves. Luckily, they are still vulnerable from behind, so merely wait until they turn around before unleashing your weapon. Piledrivers are also effective against these guards, although doors have no effect.





Hey look, it's us! On Speccy!!

Alan



Bonanza Bros is fine in concept, the only real flaw with the game is its clumsy controls. If this were ironed out it would be a classic. As it stands it's still a bit of a steal.



MEMORY: 48K/128K
TAPE£11.99 DISK£14.99

ZA BROS.



And it's on to level two.





What a shot. Robo's about to be severely coshed, ouch!

Use it! Use that paintball gun.



ence, Mobo and Robo Bonanza are promptly set about robbing the six protected buildings of their riches. It's now your task to guide one of the two tin twins around the banks, casinos and houses on their list in search of booty in the guise of a number of items, all highlighted with a flashing border. Roaming around these buildings are lots android security guards with the intention of catching the brothers and having them put in prison.

Bonanza Bros is the long-awaited conversion of the popular Sega coin-op of a couple of years back. It is best described as a three dimensional platform game, with the screen having "depth" into which the characters can move. Each of the two catpurses can run (well, waddle), jump and shoot with their paintball stun guns. Sadly, the ammunition on their guns is limited, so often other means must out, such as slamming doors open into the faces of guards (thus squashing them against the wall), or luring them underneath a piledriver before switching it on (you can probably guess what this does).

Two players can simultaneously participate in Bonanza Bros, by means of the split screen configuration. In one player mode, still only half of the screen is used, but the second half comes into play should Mobo wish to join the action. This allows the pair to stick together and work as a team or split up and hopefully accomplish each screen in half the time.

Bonanza Brothers is certainly an ambitious conversion. The original was famous for its fabulous, colourful ray-traced graphics, something which the Spectrum isn't exactly well versed in. However, the team behind the game have done an admirable job.

Although lacking in colour, the definition and animation on the sprites of the original is still there, giving it the same graphical flavour. The levels contained in Speccy BB are layed out the same as those in the arcade, although the 8-BIT version is somewhat scaled down in number of levels. Sadly sound, which consists of a poor tune on the title screen and a few sparse effects throughout the game, is somewhat neglected.

The main fault with the game is a lack of responsiveness to control. It takes ages to get your Brother to do what you want him to, especially when it comes to jumping. Once you've finally initiated a jump (by holding down fire for a while and then releasing it), it is sooo hard to control the direction your leap takes that you usually end up in the nightstick-equipped arms of the law. Shooting suffers from the same difficulties, by the time you get a shot off your target is out of range or sheltering behind an object.

The computer often puts you in impossible situations too, especially by allowing opponents to attack in mid air whilst you are defenceless when jumping. These faults all too often lead to frustration and very sore wrists from wrenching the joystick around in all directions.

Apart from that really annoying factor everything else runs really smoothly. The two main sprites can move quickly (unfortunately so can the guards) and the overall game is fast paced, action packed and contains enough levels, each with moderate increases in difficulty to keep you happy. It's best played in two player mode where both halves of the screen can operate independently of each other. It's a pity about the sloppy control, but Bonanza Bros. still manages to make the grade.

ISSUE SILVER

COIN OPS

The video game explosion all began with coin-ops over a decade ago and now they're still on the frontline of computer game technology. If you want to know what's going to happen on your own home machine in the future then look at today's coin ops. This month we sent John 'My Uzi's Jammed' Cook off to take a look at three modern, all action coin ops, each with something different to offer. He came back all bandaged up and sore, but with some amazing all action results!

TOT



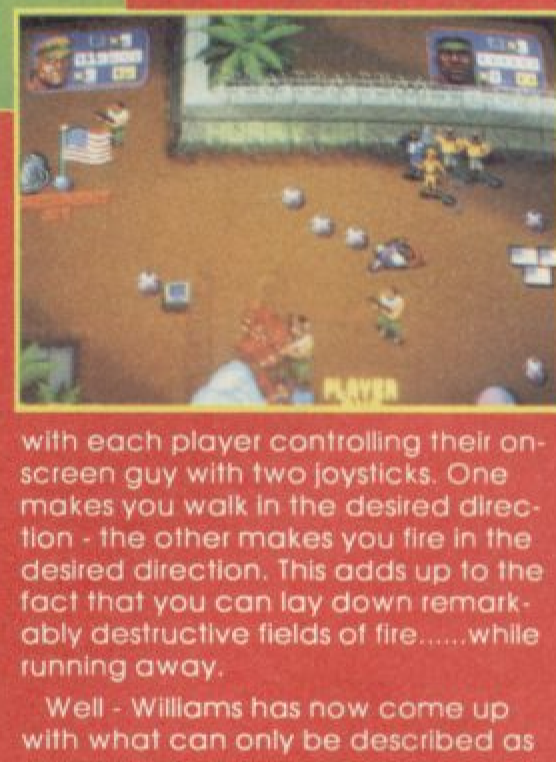
▲ *Welcome to the...*

WILLIAMS

A long time ago, in a Galaxy far, far away (well- errrr - Chicago, Illinois actually, just over 10 years ago, but let's not bother about small details eh), a very successful pinball table company started thinking about going into the video game business. And when they did, for a short while they produced some of the most astonishing, innovative and trailblazing games in the History of the Universe. Games with mind blowing speed, but still with intelligent gameplay - so you needed to be a combination of Lindford Christie and Nigel Short in order to get anywhere in them. Games that 10 years later are still quoted as favourites by most of the people that are writing games today.

The company was called Williams - the games; Defender, Stargate, Robotron, Joust, Sinistar - to name but five. When other companies were knocking out alien zapping, mind numbingly boring grot, these boys were really cruising. Then - after about three or four years, everyone stopped playing vids, Williams coin-op business started loosing cash - so they closed it down and concentrated on continuing to make amazingly good pintables... Until recently.

The new improved Williams coin-op division have not been - shall we say - prolific with their output. But there again, who needs to be if you can be as ass-kickingly wondrous as this. NARC, High Impact, Smash TV, Strikeforce and Terminator II are all fully fitted up in the El Neato department. Smash TV was particularly hailed as great stuff, being an upgraded version of an old Williams title, Robotron -



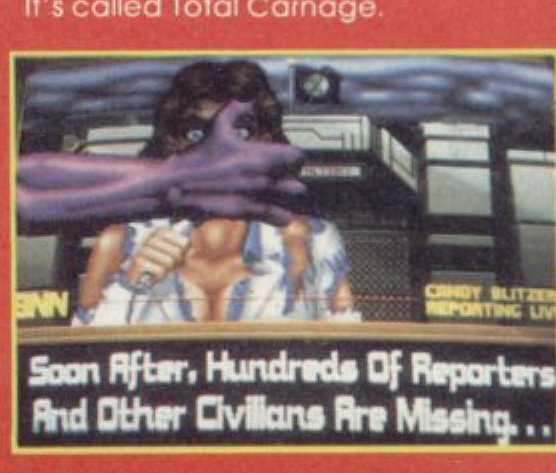
with each player controlling their on-screen guy with two joysticks. One makes you walk in the desired direction - the other makes you fire in the desired direction. This adds up to the fact that you can lay down remarkably destructive fields of fire......while running away.

Well - Williams has now come up with what can only be described as probably the most lurid, gruesome and generally gratuitous video game ever. And being terribly stand-up guys, they've named it appropriately. It's called Total Carnage.



Miss Take reads the news. Doom, gloom, trouble...Watch out, don't mention the aliens! Too late. Bye, bye babe.





TAL CARNAGE







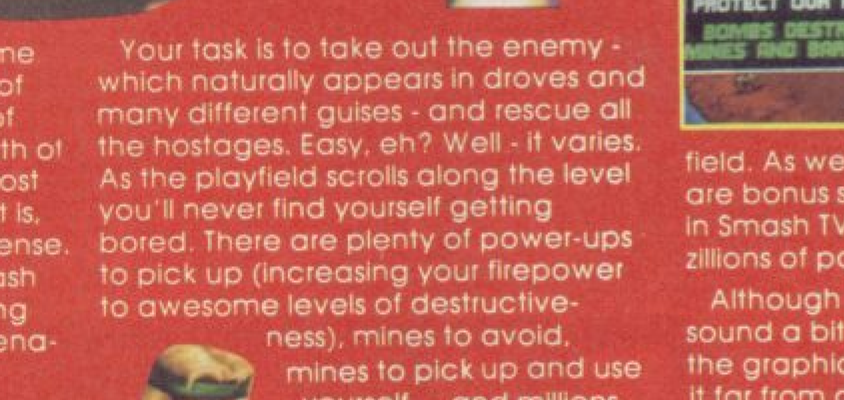
Total Carnage is the kind of game that has at least a 50:50 chance of getting mentioned in the House of commons as, "corrupting the youth of today." Mary Whitehouse will almost certainly condemn it. But the fact is, total carnage is utterly, utterly intense. The controls are the same as Smash TV - with either 1 or 2 players taking part in the beanfeast, but the scenario is very different.



▲ *He doesn't look too nasty does he?*

The date is 1999 AD and the place looks suspiciously like the Middle East, somewhere not too far away from Iraq (surprise, surprise). The chief bad guy is General Akaboob - who, strangely enough - bears a more than passing resemblance to one S. Hussein who has taken a ton of hostages, namely tourists, media folk and technicians. There are also alien life forms involved. There's only one solution to this scenario - Send in Captain Carnage and/or Major Mayhem!!!

Your task is to take out the enemy - which naturally appears in droves and many different guises - and rescue all the hostages. Easy, eh? Well - it varies. As the playfield scrolls along the level you'll never find yourself getting bored. There are plenty of power-ups to pick up (increasing your firepower to awesome levels of destructiveness), mines to avoid, mines to pick up and use yourself.....and millions and millions of enemies, ranging from the normal geek with



shades, to nice Mr. Butane, who enjoys frying you with flaming hydrocarbons, to pink and green hopping aliens.

The game flow itself is quite sophisticated, with warps to higher levels of the game and keys to pick up that will let you into secret areas of the playfield. As well as the scrolly bits, there are bonus screens that are static (as in Smash TV) where you can pick up zillions of points.

Although the whole thing might sound a bit heavy duty, the design of the graphics and upbeat sound make it far from a cynical bloodfest (as in Operation Wolf) and turn it into a classic cartoon style cathartic experience. "This way to the Mother of Battles," it says on the playfield. Sure is - and there's enough in there to last a long, long time. Welcome to the best game of 1992.

Prepare for launch! ▼

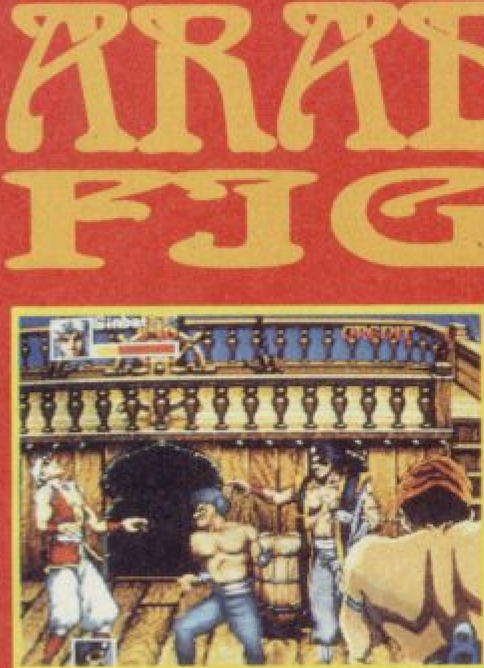


ADDICT FACTOR 96

COIN OPS

ARABIAN FIGHT

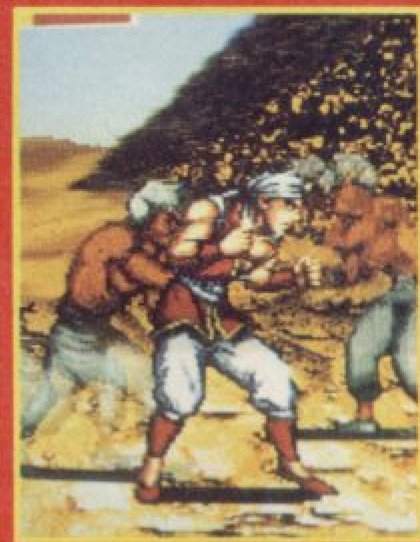
SEGA



If I've said it once I've said it a thousand times, Sega can do anything with sprites - except maybe make them pick up a takeaway and a video on the way home. The technique they're trying out with this one seems to be realtime scaling of large character sprites - and although if you know anything about the technology involved, it's terribly impressive, you do tend to concentrate on that rather than getting into the game itself.

Arabian Fight is a kicky-kicky where you play the part of one of the four bodyguards looking after a Princess who seems to be named after a fabric softener. On board ship, she is captured by baddies and you have to get her back. Been there, seen that, done that and already brandished that scimitar one hundred times or more.

The graphics are an odd mixture of Japanese comic book meets Hook meets Mr. Digitised, and although it seems to play OK (with 1/2 player options and joystick/2 fire button controls) it doesn't quite cut it, despite some great technical work. Scenes such as fighting it out on flying carpets are neat - but for me Arabian Fight didn't quite work. Try it for yourself and see.





ADDICT FACTOR 62

X-MEN

KONAMI

What do you do when you go to an arcade with five other friends and want to play the same game together? Tricky. Six player Final Lap? OK, but not too many arcades have that, do they? Even four player games like Gauntlet are a bit thin on the ground nowadays. Well, now Konami has the answer - a six player beat-em up called X-Men.



Played across two large screens, this unit has room for six players all at once, who can choose to be one of the X-Men - being a group of humans who have been living too near Sellafield and are now endowed with weird powers. Cyclops (who looks like the bloke driving the ship on Star Trek - Next Generation) has a laser thing, Colossus can produce an Energy Spark, Wolverine a Blade, Storm a Tornado, Nightcrawler can Teleport and Dazzler can produce a Light Blast. Storm and Dazzler are girlies so it might be just as well to bring a couple of females along, but be careful they might just show you up.

Tina and Yvette certainly gave Big Al' and Steve a run for their money on this game.

Following the sort of stop the baddies script of the Marvel comic originals X-Men (and women) isn't major league excitement but certainly does have some action for the addicts... Big game, big sprites - but unless you are a big fan of the Marvel comic - probably not big fun.



ADDICT FACTOR 58

GAME: Captain Dynamo
LABEL: Code Masters
MEMORY: 48K/128K
TAPE£3.99

CAPTAIN DYNAMO

ISUI GOLD

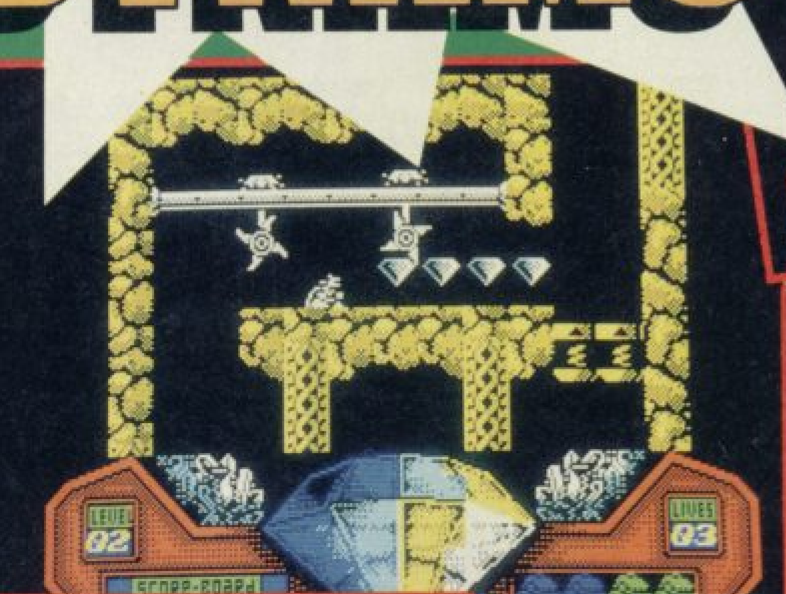


Out of the teleporter into the spider, so to speak. Just jump on him.

Who said that pensioners have nothing to offer society?... They have the wealth of knowledge and experience which their age bestows upon them, they've got wide ranging talents and they're magnificent story tellers, I mean just look at Garth Sumpter, there's no way he's a dinosaur (WAY!)

Well it's time for pensioners to fight back. In fact one pensioner in particular, Ernest P. Dynamo, a retired Boy Wonder and pidgeon fancier has decided to take on the mantle of aging wonder and fly off on a single man super hero crusade, as Captain Dynamo, to save a dear old lady's stolen jewels.

Actually, if truth be told Ernest was beaten to the active geriatric post by the mad professor Austen Von Flyswatter, a retired failed world dominator and jewel fancier. Von F. has decided to hide out on the moon for the rest of his retirement but has also taken the world's largest collection of diamonds with him, pilfered from their rightful owner - Lady Phyllis Uppenhoofen. In an effort to recover them Lady Phyllis flouted her ample charms and persuaded Captain Dynamo to fly to the rescue.



Captain Dynamo tries not to lose his head. He can crouch, thankfully.



One of the very well hidden bonus levels.

The game starts off with the main sprite appearing in a teleporter at the bottom of the mad prof's moon base. He promptly sets off on a vertically scrolling adventure, attempting to pick up as many of the good lady's diamonds as possible while avoiding death in the process. Dynamo moves vertically by flying, or rather jumping high, using his cape as a parachute to soften the landing. Luckily there are also lots of lifts and hydraulic bouncing devices as Ernst's legs aren't quite what they used to be.



Eight teleports but which is the right one? And what is that below?

On the negative side of things there are rather a lot of jagged walls, high powered compression devices, razor sharp moving blades and pools of water to deal with. Needless to say these must be avoided! There are also quite a few nasty moon mutants in the caverns too. These range from worms to spiders, to creatures that look like giant Dizzys in a bad mood. Dynamo must jump on these things to kill them.

Graphics and sound are both excellent. There is some 'digitised' speech in the opening sequence and the music is catchy and lively, though sometimes verging on the annoying. Captain Dynamo is quite simple in concept but very good looking, very involving and very, very enjoyable. Check it out, now.

scores

GRAPHICS	86
SOUND	85
PLAYABILITY	89
LASTABILITY	92
OVERALL	90%

Alan Dykes

Never have I seen so much for so little. Captain Dynamo has to be one of Codie's star performers. If you're into platform games with plenty of excitement, plenty of obstacles, plenty of humour and moderate difficulty you won't go wrong here for £3.99.



Ed

The graphics are clear and quite colourful, the music is infuriatingly catchy and the gameplay, although a tad difficult and frustrating at times is funny and addictive. All this adds up to a title that's easy to recommended.

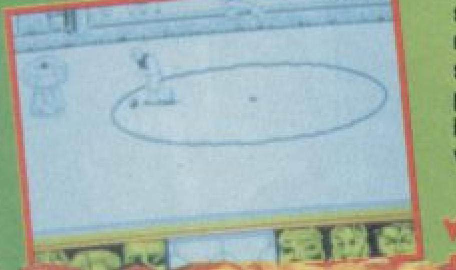






Not a very good place to stand!

Fancy a spot of ice-hockey; not the sort that today's nancy boys play, but real hard fighting hockey sometime in the future. Well, it's called Skate Wars and it's set in a space-age ice rink... Hold on to your pucks the action is about to begin.



The object of the game is to score more goals than your opponent. Simple enough? ... Not when the opposition is openly trying to kick your head in to get hold of the puck!

Each team consists of one automatically-controlled goalie, one striker (controlled by your good self) and two substitutes, one of which can make an appearance if your striker is killed (!!!). As you've probably surmised, Skate Wars isn't the safest sport ever devised.

scores

GRAPHICS	58
SOUND	46
PLAYABILITY	53
LASTABILITY	50
OVERALL	52%

Paul Rand

Dull, pointless sports sim that you'll quickly tire of. there was a lot of hype over this game when it first came out but it wasn't really very good then and it hasn't stood the test of time either. Wake me up when it's all over...

▼ Get that goal!





After each game, the rink becomes even more cluttered with obstacles, and as you're not allowed to touch them (do and you'll die) there's nothing else to do but run around them. But the biggest obstacle is the opposing player; he's not going to let you take control of the game easily - you'll need to give him a swift kicking to get him to relinquish the ball!

SU went a bit silly over Skate Wars when it was first released as a full-price game, and for the life of my I can't figure out why! All I found upon loading the tape was a dodgy, jerkily-scrolling playfield, average-to-poor sprites and low-quality gameplay that had me reaching for the reset button after only a few goes. It's hellishly difficult trying to wrestle the ball from the other player, because more often than not he gets up off the floor quicker than you and is hassling your goalie long before your buns rise from the ice.

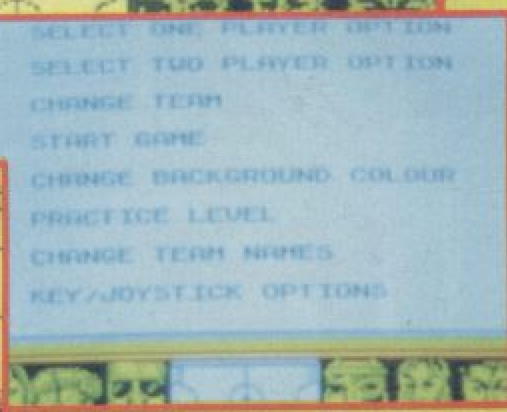
Two-player mode is probably a lot better than tussling with the computer, but I personally wouldn't shame myself by asking a chum round for a game.



Garth
I must say I remember Skate Wars with some affection, I used to thrash all my friends on it. However, although I probably would have put Skate Wars up in the 60's scorewise, Paul's right, it hasn't aged well.

▼ Watch out for the obstacles.





▲ The only real option is being beaten up.

GAME: Skate Wars
LABEL: Hit Squad
MEMORY: 48K/128K
TAPE£3.99





Ed
Never one of my favourite games, Crackdown is better fun in two player mode when you have to shout at your friend to hurry up.

Ben and Andy are as hard as rocks - they have to be in their line of work. Not everybody can become a Crackdown agent; how many of you lot could stand a training schedule that involves having a heavy metal object dropped on your parts from ten feet in the air?

Anyway, the object of this rigorous training is to get the lads prepared for battle with the Replicants - a race of cyborgs which have found their way into this game from the movie Blade Runner. They've taken over a large block of buildings and, under the instructions of their leader, the infamous Doctor K, are prepared to fight to the death to hold on to their lovely new abode. What they want with an old block of flats is anyone's guess, mind you, but that's life.

Somehow, a load of unprimed explosives have also found their way into these buildings and Ben and Andy's mission is to infiltrate the Replicants hideout, set the timers on all the bombs and get out before the place goes up.

GAME: Crackdown LABEL: Kixx
MEMORY: 48K/128K TAPE£3.99



▲ Hmm! Looks like a game of chess.



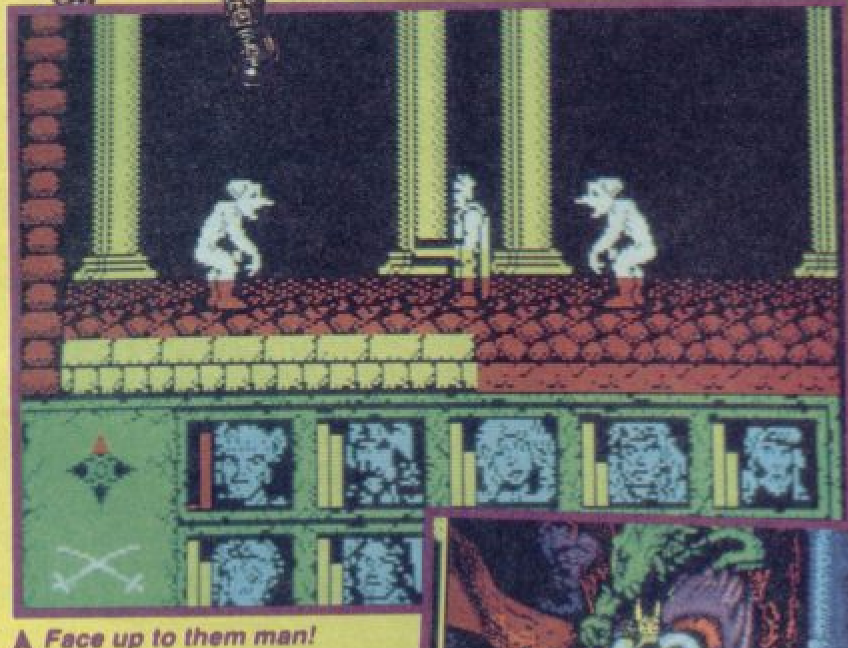
GAME: Dragons Of Flame LABEL: KIXX MEMORY: 48K/128K TAPE£3.99

DRAGONS OF FLAME

Scores	
GRAPHICS	82
SOUND	65
PLAYABILITY	79
LASTABILITY	83
OVERALL	82%

Alan Dykes

Hackin', slashin' and baddy bashin' that gets a bit samey after a while but will still keep you going into the wee small hours.



Face up to them man!

Delve into the realms of the mythical land of Krynn with this, the latest sword and sorcery escapade, and most recent installment in the Advanced Dungeons and Dragons saga.

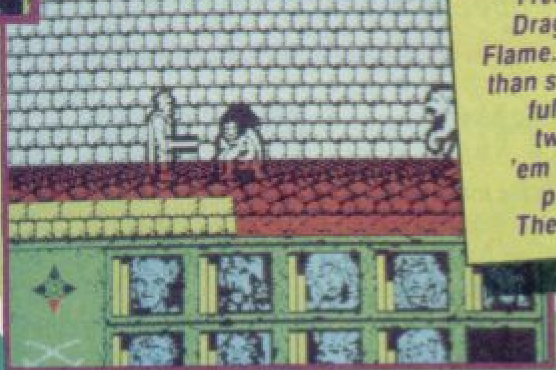
The sequel to Heroes of The Lance, Dragons Of Flame pits your characters against the might of the evil Draconian forces and their monstrous allies. Fight a vast assortment of nasty creatures; from trolls and zombies to griffins and even dragons, as you push forward through a variety of playing areas with thoughts of destroying Takhisis - the Queen Of Darkness - embedded securely in your mind.

There is a large and sprawling map screen to shuffle around and search on, but watch out for wandering monsters. When you inevitably bump into a horde of meanies, the screen switches to a side-on view of the action and it's here where all of the fighting takes place. Your characters can use a variety of hand weapons though some also use magic, with spells such as powerful fireballs and magic missiles! Be careful though; some of your enemies are more than capable of using spells too - and many of them are far more powerful than you!



Killing loads of baddies increases your experience, and hitting certain targets bumps up your experience level, which in turn gives the characters under your con trol more powers, better spells and suchlike.

Who'd you call 'Big Nose'?

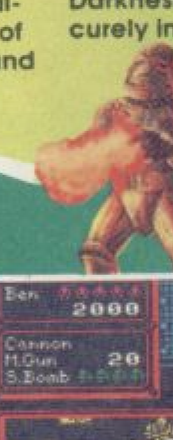


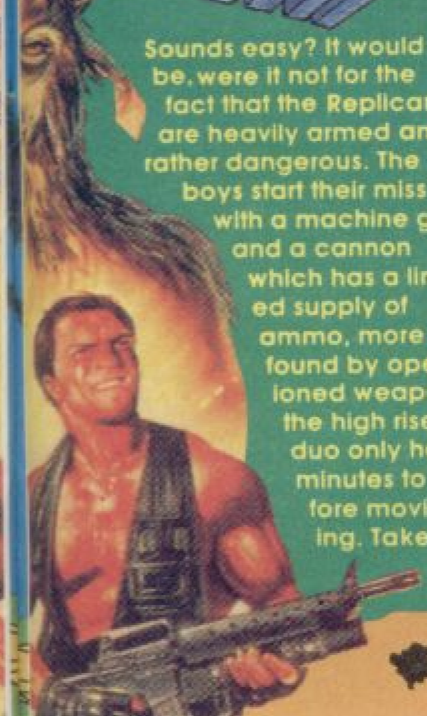
Heroes Of The Lance was a fun, if somewhat repetitive, slice of role playing fun and frolics, and Dragons Of Flame turns out to be more of the same. Graphics are impressive for this kind of game, and there's lots to see, do and, best of all, kill. It can be very easy to literally get lost in Dragons Of Flame, so make sure you have a piece of paper and a couple of pencils handy! While things become a little dreary after a while, this is ultimately a title with a lot of life still in it - certainly a lot more than some budget offerings doing the rounds.

Alan

I really like Dragons Of Flame. It more than successfully bridges the gap between strategy and beat 'em up genres, just like its predecessor, Heroes Of The Lance. Darn fine title.

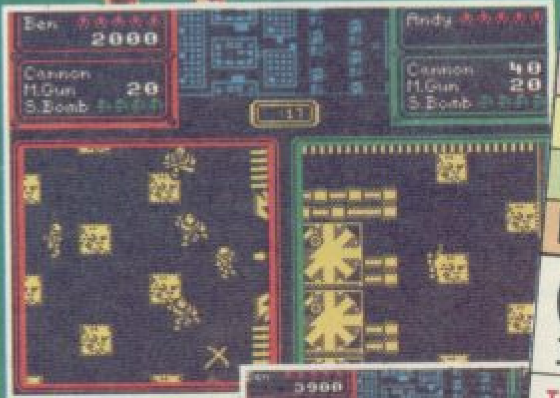
DOWN





Sounds easy? It would be, were it not for the fact that the Replicants are heavily armed and rather dangerous. The boys start their mission with a machine gun and a cannon which has a limited supply of ammo, more of which can be found by opening handily-posit ioned weapons caches around the high rise. The Crackdown duo only have a couple of minutes to set the bombs, be fore moving to the next build ing. Take too long and you're dead.

No cannon, a few bullets.





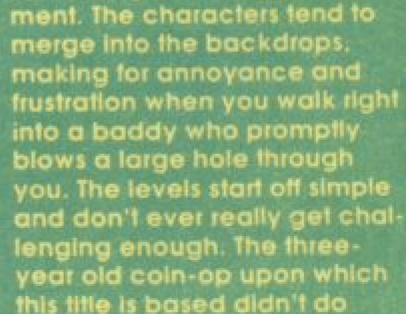
That's more like it Ben.

Scores	
GRAPHICS	67
SOUND	55
PLAYABILITY	70
LASTABILITY	58
OVERALL	68%

Paul Rand

There's nothing like a good, enjoyable coin-op conversion, unfortunately Crackdown isn't really one. A good enough formula game, small sprites and dodgy clash and detection ruin lastability.

Plenty of time left.



Crackdown comes as something of a disappointment. The characters tend to merge into the backdrops, making for annoyance and frustration when you walk right into a baddy who promptly blows a large hole through you. The levels start off simple and don't ever really get challenging enough. The three-year old coin-op upon which this title is based didn't do great things - expect the same from the computer version.

The all seeing, little knowing Mr. Checkout is back again with another hamper full of choice films and merchandise that someone, somewhere is trying to sell to you. So don't go out and expose yourself to the harmful rays of our ozone-less planet until Steve Keen lets you know what's really worthwhile packing into your shopping basket.

PHONEYS

Price: From £24.99 to £44.99



In our never ending search to find the new and unusual it gets increasingly difficult to seek out on foot the most essential gadgets, toys and various paraphernalia that keeps regular Checkouters happy. However when we heard of a new store that's just opened selling novelty telephones I decided to kill two birds with a single phone and let my fingers do the walking.

First up is the bike phone, or is that phone bike? These incredibly essential items are just the thing for any aspiring motor mouth and come in raunchy red for massive chick appeal or bold black so no one will notice how grubby your hands really are.

If that's not tasty enough or if you're a bit of a girlie sports star, a nice alternative to grace any bedroom or living room are the stylish 'tennis phone' and perhaps the not so swish 'burger phone'. Just don't let the dog get at your ball!



SCARRED FOR LIFE?

Ever wanted to look as mean as a snake - or one of those bozos brave enough to take on old Arnie in Terminator 2, but couldn't handle the social embarrassment of permanently disfiguring one of your limbs for vanity? (Or perhaps you're just scared of your mum). Well now you can look hard and still be able to go back home to your parents.

Fake tattoos come in an abundance of makes and designs, but universally recognized as some of the best in quality and artistry are the London make. Simply wet the back and place on your body for instant toughs appeal.

Price: £1.50

FIGURE THIS



You might remember about six months ago we mentioned a company called Enchantia who produced the most amazing hand painted, sculptured models. Unfortunately these stunning pieces of work retailed for about £95 gob smacking pounds each and unless your last name was Windsor and you'd been given a fully working E-Type Jaguar for your 4th birthday there's no way you'd be able to buy one.

Well these models, although not as striking, are just as well crafted and equally beautiful in their own right. They come in all different shapes and sizes and most have a magnificent crystal placed about their person to reflect the colours of spectral light.

Price: From £11.99 to £24.99



MUGGINS

Have you got a famous mug? Well, if not now's your chance! We've all experienced it. You go into the kitchen to make a lovely cup of tea and all that's left in the crockery department is the chipped cup that fell on the floor the last time you did the washing up and the cheapy mug that's so dirty you could grow flowers in it.

Well, here's your solution. These celebrity mugs are widely available and you can get just about any star you like put on them. Madonna, Kyle Minogue and even Bruce Lee! So you'll always know where your mug is and who to swat when it goes missing.

Price: N/A

CHE
O U

VIDEOS





MY BLUE HEAVEN

When charming, silver tongued mob informant, Steve Martin is relocated to a small Californian town for his own protection havoc ensues immediately. New York gangster, Vinnie Antonelli (played by the manic Martin) is anxious to save his neck and agrees to turn state's evidence against his fellow criminals. Sheltered under the government's Witness Protection Program with a new name and identity Vinnie is moved to a small tranquil town called Fryburg where he finds it harder to keep his personality in check than his identity.



The new community is as interesting as an aluminium walking frame con-

The SU Clapperboard gives you the Checkout rating for each video that we reiview each month.

1 - It's a stinker! Don't buy / hire under any circumstances

5 - A work of sheer brilliance. A must have for any vid kid!

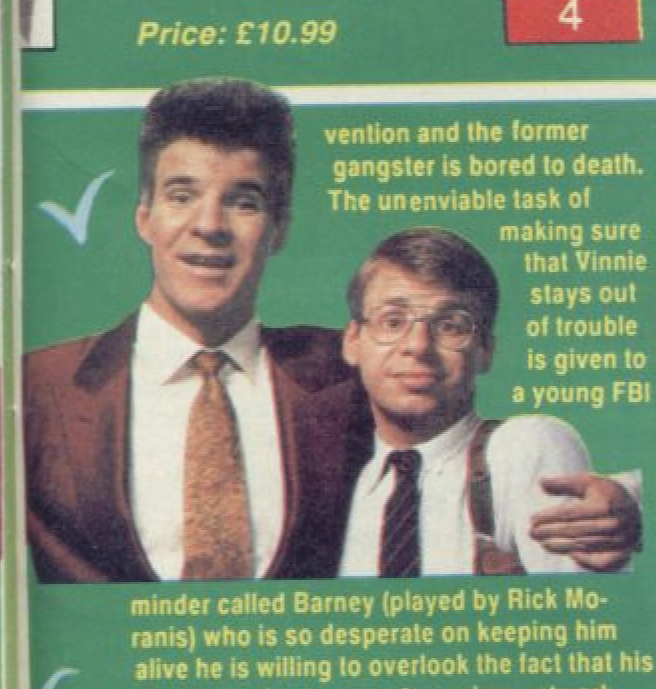
The last episode of this classic television spy series was made more than 25 years ago and is still as enthralling and entertaining to watch today as it was then. Nearly three decades before Glasnost the show has two heroes, an FBI agent Napoleon Solo (played by Robert Vaughn) and Russian agent (played by David McCallum) working hand in hand as part of the good guys spy agency known as U.N.C.L.E. to thwart the plans of any illicit world powers that threatened global harmony of the planet.

Although these two were huge stars in their day even bigger names played key roles in the weekly episodes. William Shatner, Leonard Nimoy and George Sanders were just a few to lock antlers with the duo. However, just as James Bond is pestered by an evil Nemesis in his adventures, so are the men from U.N.C.L.E. in the shape of T.H.R.U.S.H., the vicious, but highly trained counter parts to the lawful secret agents.

The programs are stuffed with 'Boy's Own' escapades... fights, gadgets and excitement as well as more than a little charisma displayed by the characters involved. The entire series will be released on video over the coming months with two episodes on each cassette. Check them out or ask your dad!

4

Price: £10.99



vention and the former gangster is bored to death. The unenviable task of making sure that Vinnie stays out of trouble is given to a young FBI minder called Barney (played by Rick Moranis) who is so desperate on keeping him alive he is willing to overlook the fact that his charge begins to operate a crime network handling stolen goods. The district attorney is determined to crack the scam right open but finds it impossible because a major part of the town turn out to be witness protection criminals too. Not one of Steve Martins best films, but a teaming of him with Rick Moranis has to be seen to be believed.

3

Price: £10.99

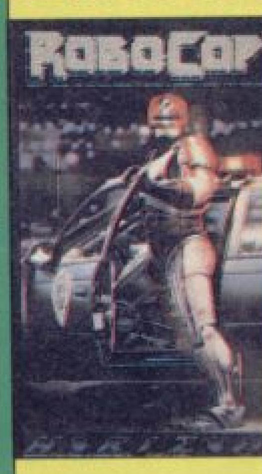


DRIVING YOU BATS

If there's any doubt in your mind as to the biggest film release this summer, there certainly shouldn't be... Batman 2 is on the move and set to sweep down on a local theater near you by August. If you can't wait until then, and to be honest I don't blame you, try checking out the host of Batman related gimmicks and toys at your nearest emporium.

There's everything from masks and Baterangs to complete outfits and Bat-cycles for the toddlers. My selection includes the **Batmobile** model kit, either the official licensed release or a special imported version from Japan, with dynamic detail inside and out; the **Batcopter**, complete with whirring blades, lethal projectiles and criminal gripper for use with the range of plastic figures, and the extremely rare and sought after handcrafted model with spear gun.

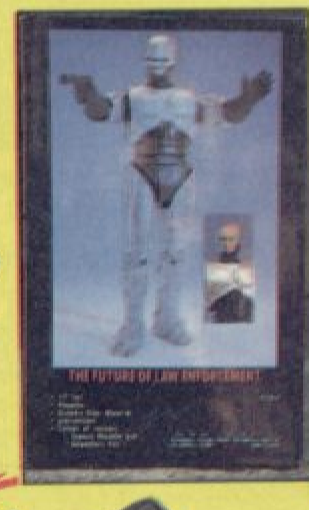
Price: £16.50 £13.95 £51 respectively.



ROBOCLONE

Tagging along at the edge of the batman gear is the Robocop model. This is worth a special mention, not least because of the much awaited release of the third Robo film. The model is a full 12' tall and once assembled fully poseable. The figure's mask can be worn on its head or removed to show Murphy's real face underneath. A great addition to any collector's bedroom or to model fans either.

Price: £26.95



ALIEN FUN

Price: Video £12.99 and box sets £14.99

Keeping in with the film theme, we move on to another new release. Most of you won't have been old enough to see the original movie 'Aliens' in the cinema, but I'd bet a fair few of you have managed to sneak it past your local video dealer and back home for a showing. Well, in conjunction with the re-release of the extended version of Aliens, complete with 20 minutes of unseen footage, there has also been a set of commemorative lead figures launched to mark the huge success the films have seen.

There are ten pieces altogether in the Colonial Marines Box Set with a promise of more to come including huge versions of the monsters them selves. So watch this space.



MASK-ERSAID





Halloween is a long way away yet, but it's surprising how quickly the months speed by and it starts getting dark again before you know it. Although the weather's not to contusive to wearing full headed rubber masks, there's no time like the present to think ahead and start planning those scary autumn evenings. Forbidden Planet... the Aladdin's Cave of all things spooky and horrific, have just added a few more marvelous mask's to their ever expanding collection.

On the film front we have a full Terminator ecto-skeleton affair as well as a special half and half version comprising of the same killing machine and a pretty good likeness of Arnie. However if you really want to wind up a loved one you can purchase a Devil mask version and really go to town. Just don't wear it on the bus that's all.



Price: £46.50 and £9.95

CHECK O.U.T



Price: £9.99

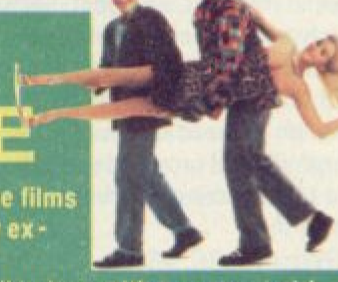
3

THE STEPHEN KING COLLECTION: IT

Stephen King has written some of the most influential and scary horror books this century. Unfortunately they seldom travel across to the big screen as well as we'd like, proving that there's no substitute for your own imagination. Now Warner Home Video are set to release a whole series of the mans works into our homes and you can rest assured that they'll be something for everyone amongst the collection.

'IT' is set in the sleepy New England town of Maine. it's the perfect place to raise a family until a small girl is mysteriously killed and the community is rocked to its core. Only the town's librarian has any idea how the tragedy occurred as he's confronted the monster responsible before, more than 30 years ago. Banding together the group that vanquished the beast all those years ago, they begin to realize that this time they may not have what it takes to turn events around.

A chilling tale that views more like a television movie of the 'Salem's Lot ilk'... But don't let that put you off. Get ready for a big build up at the end and make sure you've got someone to hold tightly onto.



MANNEQUIN ON THE MOVE

If you saw the first in the series of these films you'll know just what to expect. Virtually exactly the same plot with different actors.

A thousand years ago a royal prince fell in love with a peasant girl and enraged his mother, a rather dab hand at sorcery, who turns the poor girl into a statue. The statue is part of a consignment that gets shipped over from its home country to Philadelphia, present day, accompanied by Count Spretzel, who's hanging around ready to marry the girl when she snaps out of the spell. However, a young shop worker named Jason unwittingly unlocks the secret of the curse, wakes the girl from her sleep and promptly falls in love.

This time the girl's considerably better looking than the previous dolly and the hero is just as much a sap as his prequel counterpart. What lovely ladies see in such hopeless causes who knows? If you liked the first you'll definitely get off on this but to be honest I'd rather watch rain bounce off car bonnets!

Price: 10.99

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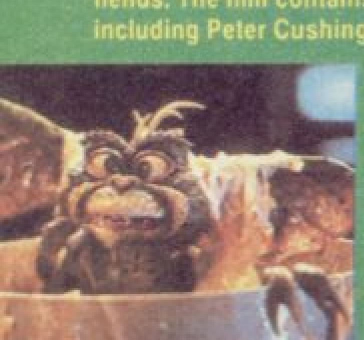
GREMLINS 2 - THE NEW BATCH

Price: £10.99

4

Everyone knows about Gremlins. The first film was a huge success and this one was released heavily on its predecessor's back. Fortunately, although not quite as good as its predecessor, this film does manage to stand up on its own.

Gizmo the Mogwai once again gets his furry little body into hot, or cold, water and spews forth a whole new batch of the incredibly anti social Gremlins. The creatures manage to take over an entire Manhattan skyscraper and fill it to the ceiling with obnoxious, beer swilling fiends. The film contains quite a few cameo appearances from stars including Peter Cushing and Hulk Hogan.



Special effects, especially in the scene showing the hoards of puppets up to their ears in mayhem are quite spectacular. It'll definitely be along soon on TV as it's a cracking Christmas day movie, but if you can't wait 'till then go down to your local vid shop and reserve your copy now.



WHO'S WHO?

Dr Who fans are currently being treated to reruns of the earlier series in sporadic episodes. They will also be pleased to know that a whole range of Dr Who paraphernalia from past and present is also falling through the roof of toy shops all around the country.

Some items are real collector's pieces, hence the exorbitant price tags attached whilst others are just what the doctor ordered for that new breed of fans that seem to crop up every year.

You can pick up an authentic mini Tardis (wow) for £14.25 or an original first edition battery operated Dalek for £25. Alternatively you could go the whole hog and, depending on your passion for all things Who-ish, splash out on a complete figure set containing the Doctor, Bonnie Langford, two Tardis's (or should that be Tardii), a Cyberman and the robotic dog K-9 with their own Dalek warriors to complete the set.

However, people who are old enough to remember these fearsome droids seem to recall their gnarled green leader with most fear. He leads his own band of eight Daleks and they can be bought as a set for only £35.99

Price: From £0.50 to £25



BOLDLY COLLECT WHAT NO MAN HAS COLLECTED BEFORE!

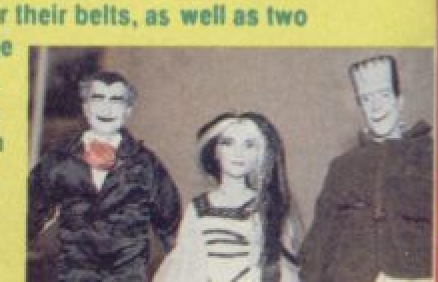
Last on this months agenda and also our last trip into film land we delve into the mother of all films and film sequels, Star Trek. Trekies, as their fans have become known, have an all consuming passion for all things that have been part of the series and the films or even simply to do with the famous crew of the starship Enterprise themselves. So, in an never end effort to quench their consumer thirst manufacturers and opportunists alike have managed to produce a constant stream of goods to keep everyone happy.

You can get books, play figures, hats, T-shirts, postcards, compact disks containing the sound tracks to all the different episodes and even costumes, all pertaining to the show's stars and fictitious lifestyles. You don't have to go very far to see all this merchandise, most forbidden planets and curiosity shops have it in stock.

YOUNGSTER FUNSTERS

Forget the Addams family. There's only one groovy crew when it comes to spooking the daylights out of you. The Munsters were way ahead of the Addams in the feature film stakes and by the late 70's already had countless television series under their belts, as well as two films. These dolls bear a striking resemblance to the family, especially Herman... who made Alan turn a darker shade of pale! Available in a variety of shapes and sizes from Forbidden Planet.

Price: £9.99 to £14.99.



SLY SPY SECRET AGENT

SU BEST BUDGET

GAME: Sly Spy
LABEL: Hit Squad
MEMORY: 48K/128K
TAPE£3.99



Alan
Sly Spy looks like a snow blizzard in December, but fortunately the detail is quite precise so you can, just about, see every pixel for what it's supposed to be. Good stuff.

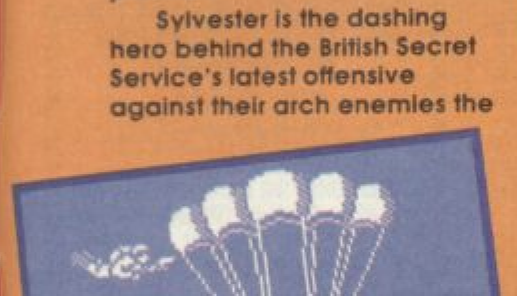
Forget about manky old James Bond and his smooth talking charm, Sly Spy is what real secret agent tomfoolery is all about. The king of tomfoolery Steve Keen explains...

Sylvester is the dashing hero behind the British Secret Service's latest offensive against their arch enemies the C.W.D. (Council for World Domination). His adventures are spread over nine Martini shaking levels and split between such leisurely pursuits as sky diving, motorcycling, pugilism, walking and scuba diving. During the game you'll be called upon to do all these whilst an assortment of criminals of both the two and four legged (?! Bad dog bozo!) variety, try to riddle your tux with tooth and bullet holes.



▲ Shoot that spy!





▲ Why guns? Why not scissors?

The adventure starts off with a 10,000 foot parachute drop into enemy territory where the skies are full of pistol touting enemy agents and villains. You'll progress to ever more dangerous levels as once you've finally landed the thugs you avoided in the air take to motorbikes and jet packs and pursue you throughout the city. There are loads of pickup power icons to protect our hero in true 'Q' style and you'll also notice several strange looking pieces of shrapnel lying around the place. These make up the Golden Gun, (now where have I heard that before) which, when put together form a formidable, if slightly short lived, weapon.

The blue and white graphics, although crisp, do look a little old hat. They are, however, well drawn and could knock a few more recent games for six. The action is unrelenting with just the right pitch of difficulty and variety to keep you coming back for more. A really kicking release that's gaggin' for a purchase.

scores

GRAPHICS	89
SOUND	78
PLAYABILITY	87
LASTABILITY	90
OVERALL	89%

Steve Keen

Fast, action packed and fun to match. I hear Roger Moore learnt everything he knows from this game, including acting! Give it a whirl.

CASTLE MASTER

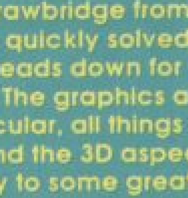
GAME: Castle Master
LABEL: Hit Squad
MEMORY: 48K/128K
TAPE£3.99



▲ Wot's he sayin' then?

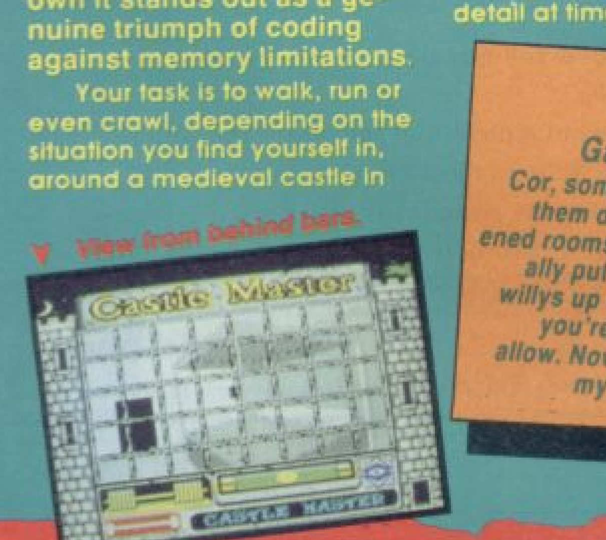
Castle Master was and is one of the best 3D adventures to ever ooze out of a Spectrum. it's been released, re-released and re-re-released countless times in different guises, the last being a Domark compilation alongside some other classics. However on its own it stands out as a genuine triumph of coding against memory limitations.

Your task is to walk, run or even crawl, depending on the situation you find yourself in, around a medieval castle in search of your lost brother. The quest commences with you having to gain access to the fortress by figuring out a way to lower the drawbridge from outside. This is quickly solved and then it's heads down for the hard slog. The graphics are pretty spectacular, all things considered and the 3D aspect does give way to some great detail at times.



Garth
Cor, some of them darkened rooms really put the willys up me. As lifelike as you're imagination will allow. Now where'd I leave my robe and staff?

▼ View from behind bars.



Whilst exploring the hundreds of locations and fiddling with the many puzzles and traps it's easy to get immersed in the world of Castle Master. If it wasn't for a lack of speed when moving you could be glued to your task for hours without noticing how long you've been playing at all. Get bored with one perspective and you can even change the camera's angle to a more lively one.

The only quibble I'd have with the game is that its grainy visuals sometimes make it a little hard to see what's in a room and you can miss some clues unless your eyesight is A-one. Don't be put off though. If you're a bit fed up of run of the mill games and always thought of venturing into a graphical adventure, you can't get a better starting place than this. Not to everyone's taste, but definitely to mine.

scores

GRAPHICS	81
SOUND	70
PLAYABILITY	78
LASTABILITY	88
OVERALL	82%

Steve Keen

An interesting first adventure for the uninitiated, more experienced wanderers won't get much of a challenge out of it though.

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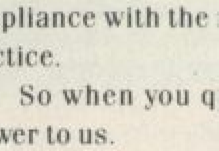
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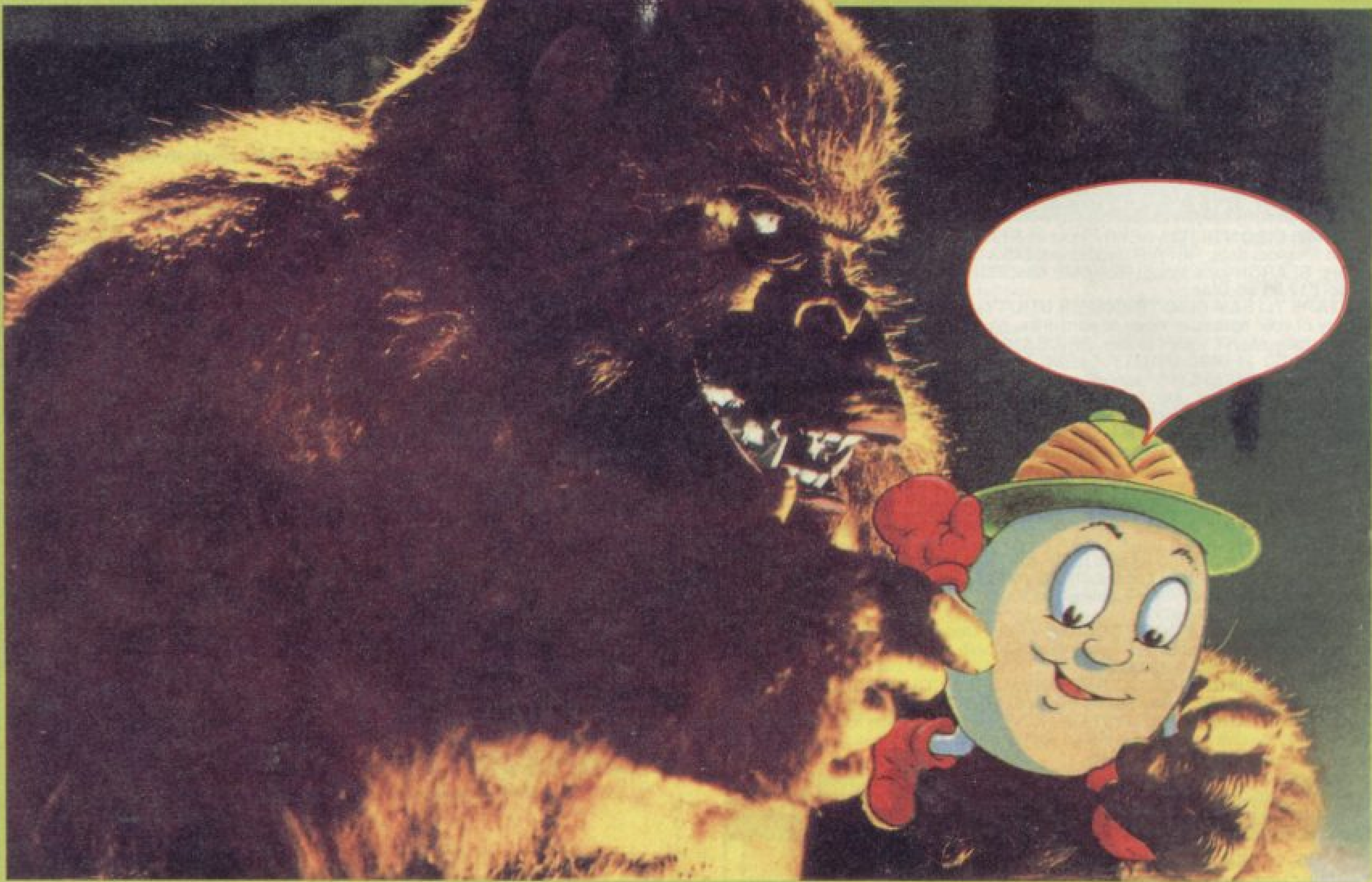
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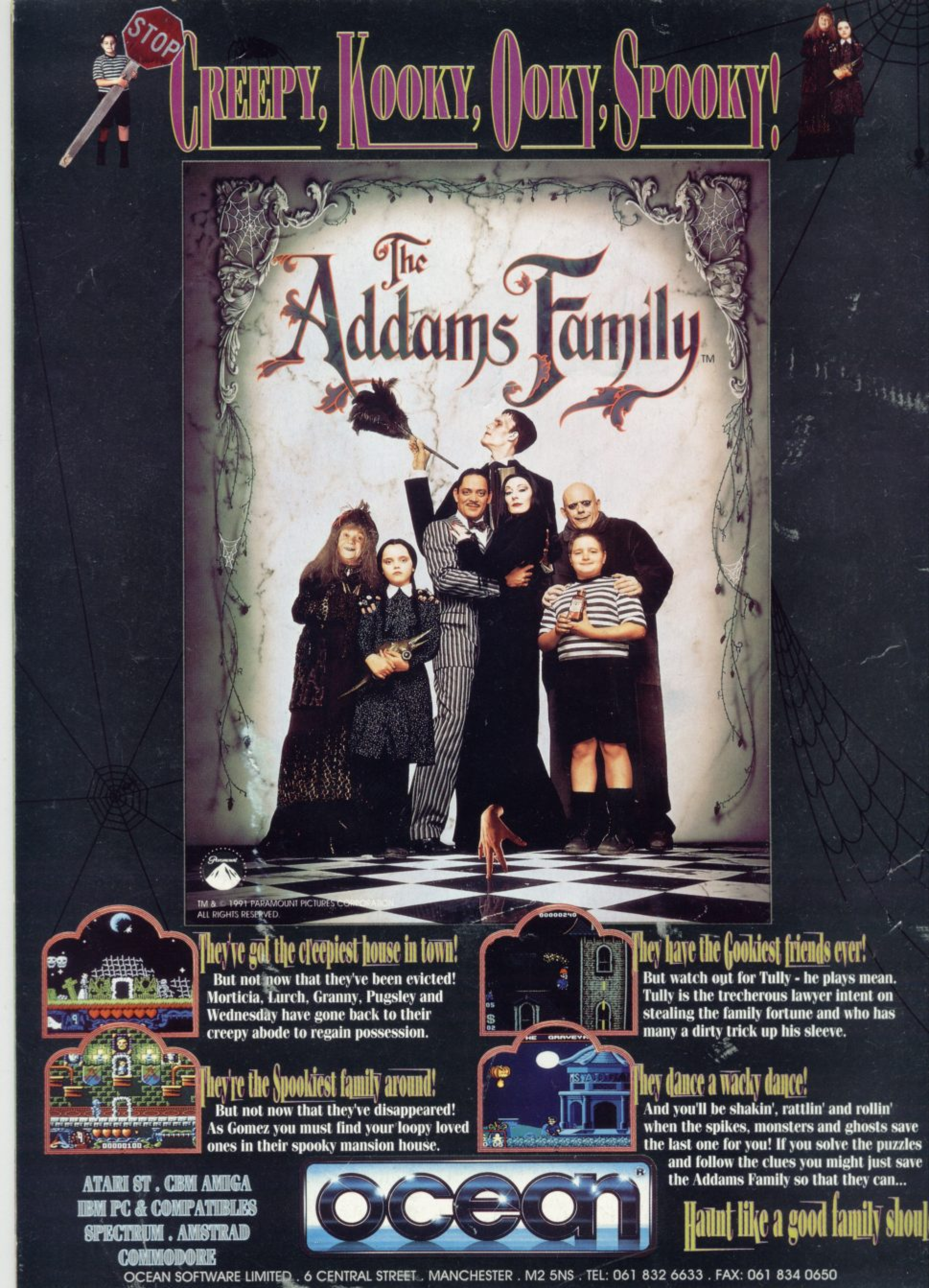
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